GIOCHI PER IL VOSTRO VIC-20

ZIP GONG GULP SLAM ZAP PUM CRASH BOOM

Mark Ramshaw

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GIOCHI PER IL VOSTRO VIC-20

Mark Ramshaw

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EDITORIALE
JACKSON
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INTRODUZIONE

Puoi ora partire, proprio nella tua stanza, con un'incredibile serie di giochi. Tutto ciò che ti occorre è il tuo VIC 20 e questo eccitante libro scritto da Mark Ramshaw.

La prima volta che venni in contatto con Mark fu quando egli scrisse un paio di programmi per lo ZX81 che poi furono inseriti nel libro di Alastair Gourlay "34 Incredibili Giochi per lo ZX81 1K", stampato grazie alla preziosa collaborazione di Mark. Ma nulla mi faceva supporre una così grande qualità nei programmi che troverete in questo libro.

Dissi a Mark: "scrivimi una trentina di programmi per il VIC 20". Sebbene mi aspettassi dei giochi interessanti, onestamente non pensavo fossero così belli e che spaziassero così tanti argomenti. Sono sicuro che vi divertirete un sacco giocandoci e, spero che ne trarrete utili consigli e spunti programmativi per realizzare i vostri giochi.

Ma qualunque cosa facciate, non siatene però schiavi. O, se lo siete diventati, almeno abbassate il volume della vostra TV, se non volete sorbirvi le urla dei vostri genitori e correre il rischio di farvi confiscare questo libro o, il che è ancora peggio, il vostro computer.

Mark ha fatto davvero un grosso lavoro per realizzare questo libro. Ecco ora è tutto per te. Buon divertimento.

Aprile 1982. TIM HARTNELL

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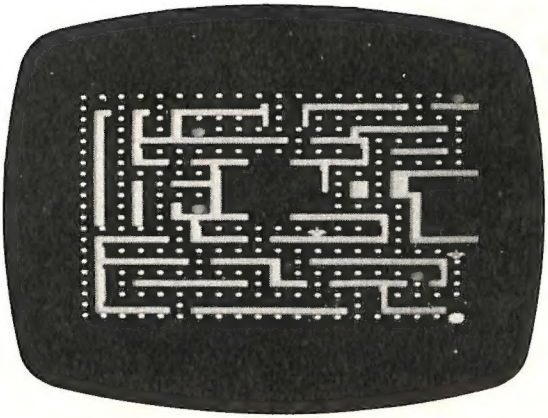
L'UOMO NEL LABIRINTO

Ti troverai nell'angolo in alto a sinistra di un labirinto disseminato di punti. Tu compari nel momento stesso in cui comincerai a muoverti per mangiare i puntini sul percorso, guadagnando così punti. Immediatamente sarai inseguito dai mostri che popolano il labirinto e dovrai subito darti da fare per seminarli. Il gioco termina o appena essi riusciranno a divorarti o quando avrai fatto fuori tutti i puntini.

Potrai guadagnare molti più punti ingoiando una delle grosse ciliegie rosse: ti è ora infatti permesso di divorare i mostri. Attenzione, però, perchè questa super-pillola ha un effetto temporaneo: dura fintantochè i mostri sono color porpora; subito dopo ritorneranno a darti una caccia spietata!

Con W vai in alto
con A a sinistra
con D a destra, e
con X in basso.

Buon mangiucchiamento!



```
 10 POKE36879,13:CO=30720:SC=7680:CL=38
400:POKE650,255
 15 PRINT"[illegible] [illegible] "
 20 FORI=7702TO8164STEP22:POKEI+CO,6:PO
KEI,97:POKEI+21+CO,6:POKEI+21,225
 25 NEXT:POKE8164,252:POKE8185,254
 30 FORI=8165TO8184:POKEI+CO,6:POKEI,98
:NEXT
 35 PRINT"[illegible]....................."
 40 FORI=7703TO8143STEP22:POKEI+CO,1:PO
KEI,46:POKEI+19+CO,1:POKEI+19,46
 45 NEXT:FORI=8144TO8162:POKEI+CO,1:POK
EI,46:NEXT
 50 PRINT"[illegible] [illegible] "
 55 PRINT"[illegible] [illegible] "
 60 PRINT"[illegible] [illegible] "
 65 PRINT"[illegible] "CHR$(28)"[illegible] [illegible] "
 70 PRINT"[illegible] [illegible] "
 75 PRINT"[illegible] [illegible] "
 80 PRINT"[illegible] [illegible] "
 85 PRINT"  [illegible] [illegible] [illegible] "
 90 PRINT"[illegible]  [illegible] [illegible]  [illegible] [illegible] "
 95 PRINT"  [illegible] [illegible]....  [illegible] [illegible]"CHR$(28
)"[illegible] [illegible] [illegible] "
 100 PRINT"  [illegible] [illegible]  [illegible] [illegible]...[illegible]
[illegible] [illegible] [illegible]."
 105 PRINT"  [illegible] [illegible] [illegible] [illegible]  [illegible] [illegible]
[illegible] [illegible] [illegible]."
 110 PRINT"[illegible] [illegible]...[illegible]  [illegible] [illegible]....[illegible]
[illegible] "
 115 PRINT"[illegible]....[illegible] [illegible]  [illegible] [illegible] [illegible]
[illegible]"
 120 PRINT"[illegible] [illegible].....[illegible] [illegible] [illegible]
[illegible] "
```

```
 125 PRINT"[illegible]"
 130 PRINT"[illegible]"CHR$(28)"[illegible]"
 135 PRINT"[illegible]"
 140 PRINT"[illegible]"
 145 PRINTCHR$(28)"[illegible]"
 150 DIMX(2),Y(2),P(2),C(2)
 155 FORI=0TO2:P(I)=32:X(I)=9+I:Y(I)=12
 160 NEXT:Y(1)=13
 165 C(0)=2:C(1)=5:C(2)=7
 170 DIMA(2),B(2):FORI=0TO2
 175 A(I)=INT(RND(1)*3-1):B(I)=INT(RND(
1)*3-1):NEXT
 185 P=7703:S=10:F=0:Q=0
 200 FORI=0TO2
 205 GETA$:IFA$=""THEN230
 210 D=(A$="A")-(A$="D")+((A$="W")-(A$=
"X"))*22
 215 IFPEEK(P+D)=46THENS=S+10:Q=Q+1:GOT
O225
 216 IFPEEK(P+D)=81ANDD<>0THENF=1:S=S+2
0:TI$="000000":GOTO225
 217 IFPEEK(P+D)<>88ORF=0THEN224
 218 FORPE=0TO2:IFSC+Y(PE)*22+X(PE)<>P+
DTHEN223
 219 S=S+50
 220 Y(PE)=12:X(PE)=9+Y:P(PE)=32
 221 IFJ=1THENY(J)=13
 223 NEXT:GOTO225
 224 IFPEEK(P+D)<>32THEND=0:GOTO230
 225 POKEP,32:P=P+D:POKEP+CO,3:POKEP,81
 230 PE=PEEK(SC+(Y(I)+B(I))*22+X(I)+A(I
)):IFPE=32ORPE=46ORPE=81THEN300
 235 X=P-SC:Y=INT(X/22):X=X-Y*22
 240 B(I)=0:A(I)=0
 241 IFF=1THENB(I)=(Y(I)<Y)-(Y(I)>Y):A(
I)=(X(I)<X)-(X(I)>X):GOTO246
 245 B(I)=(Y(I)>Y)-(Y(I)<Y):A(I)=(X(I)>
X)-(X(I)<X)
```

```
 246 PE=PEEK(SC+(Y(I)+B(I))*22+X(I)+A(I
))
 247 IFPE=32ORPE=46ORPE=81THEN350
 250 B(I)=0
 255 PE=PEEK(SC+Y(I)*22+X(I)+A(I))
 260 IFPE=32ORPE=46ORPE=81THEN300
 264 A(I)=0:IFF=1THENB(I)=(Y(I)<Y)-(Y(I
)>Y):GOTO270
 265 B(I)=(Y(I)>Y)-(Y(I)<Y)
 270 PE=PEEK(SC+(Y(I)+B(I))*22+X(I)):IF
PE=32ORPE=46ORPE=81THEN350
 285 A(I)=INT(RND(1)*3-1):B(I)=INT(RND(
1)*3-1)
 290 PE=PEEK(SC+(Y(I)+B(I))*22+X(I)+A(I
))
 295 IFPE=32ORPE=46ORPE=81THEN350
 299 A(I)=0:B(I)=0
 300 IFRND(1)<.5THEN345
 301 X=0:Y=0
 305 IFB(I)<>0THEN320
 310 Y=1:IFRND(1)>.5THENY=-1
 315 GOTO325
 320 X=1:IFRND(1)>.5THENX=-1
 325 PE=PEEK(SC+(Y(I)+Y)*22+X(I)+X):IFP
E=32ORPE=46ORPE=81THEN335
 330 Y=-Y:X=-X:PE=PEEK(SC+(Y(I)+Y)*22+X
(I)+X):IFPE<>32ANDPE<>46ANDPE<>81THEN35
0
 335 A(I)=X:B(I)=Y:GOTO350
 345 IFRND(1)>.8THEN235
 350 POKESC+Y(I)*22+X(I),P(I):POKECL+Y(
I)*22+X(I),1
 351 IFP(I)=81THENPOKECL+Y(I)*22+X(I),2
 355 Y(I)=Y(I)+B(I):X(I)=X(I)+A(I):P(I)
=PEEK(SC+Y(I)*22+X(I))
 356 IFSC+Y(I)*22+X(I)=PANDF=0THEN1000
 360 POKECL+Y(I)*22+X(I),C(I):POKESC+Y(
I)*22+X(I),88
 361 IFF=1THENPOKECL+Y(I)*22+X(I),4
 365 NEXT:IFTI$>"000015"THENF=0
 366 IFQ=215THEN1000
 370 GOTO200
 1000 POKE650,0:FORI=1TO2000:NEXT
```

```
 1010 POKE36878,15:FORI=128TO255STEP.5:
POKE36876,I:NEXT:POKE36878,0
 1020 PRINT"[illegible]PUNTI"S
```

ASTEROIDI

Varca coraggiosamente lo spazio, distruggendo asteroidi ed alieni. Guardati dagli UFO: ogni collisione con loro o con un asteroide distruggerà una delle tue tre "vite".

Con Z ruoti a sinistra
con C ruoti a destra
con M ti sposterai in avanti

RETURN ti permetterà di portarti in un'altra zona dell'iperspazio e con SPACE potrai sparare col tuo cannone laser.

Quanti punti sei in grado di guadagnarti colpendo gli asteroidi e gli alieni prima di essere disintegrato?

```
 5 S=0:LI=3:POKE36879,8:PRINT"□"
 10 SC=7680:CO=30720:CL=38400:AS=7680
 15 DIMA(7),D(7)
 16 Y=11:X=10:D=1:SX=0:SY=0
 20 A=8
 25 FORI=0TO7:A(I)=7680+INT(RND(1)*506)
:D(I)=INT(RND(1)*3+21):IFRND(1)>.5THEND
(I)=-D(I)
 30 NEXT
 35 POKECL+Y*22+X,3:POKESC+Y*22+X,107
 36 IFAS>0THENPOKEAS,32
 40 AD=INT(RND(1)*3+21):IFRND(1)>.5THEN
AD=-AD
 45 AS=INT(RND(1)*506)+7680
 50 FORI=0TO7:K=PEEK(197):IFABS(SX)+ABS
(SY)=0THENPOKE36877,0:GOTO55
 51 POKE36878,15:POKE36877,235:GOTO55
 55 D=D+(K=34)-(K=33):IFD<0THEND=D+4
 60 IFD>3THEND=D-4
 65 SX=SX+((D=1)-(D=3))*(K=36):SY=SY+((
D=2)-(D=0))*(K=36)
 70 IFSX<-1THENSX=-1
 75 IFSX>1THENSX=1
 80 IFSY<-1THENSY=-1
 85 IFSY>1THENSY=1
 90 POKESC+Y*22+X,32:X=X+SX:Y=Y+SY
 95 IFK=15THENX=INT(RND(1)*22):Y=INT(RN
D(1)*23)
 100 IFX<0THENX=21
 105 IFX>21THENX=0
 110 IFY<0THENY=22
 115 IFY>22THENY=0
 116 IFPEEK(SC+Y*22+X)<>32THEN1000
 120 POKECL+Y*22+X,3:C=107:IFD=2THENC=1
14
 125 IFD=3THENC=115
 130 IFD=0THENC=113
 135 POKESC+Y*22+X,C
 140 IFA(I)=0THEN200
 141 IFA(I)=SC+Y*22+XTHEN1000
 145 POKEA(I),32:A(I)=A(I)+D(I)
 150 IFA(I)<7680THENA(I)=A(I)+506
 155 IFA(I)>8185THENA(I)=A(I)-506
```

```
 160 POKEA(I)+CO,2:POKEA(I),81
 200 IFK<>32ORINT(I/2)*2=ITHEN260
 201 POKE36878,12:FORX1=255TO230STEP-1:
POKE36877,X1:NEXT
 205 X1=X:Y1=Y:DX=(D=3)-(D=1):DY=(D=0)-
(D=2):C=64:IFDY<>0THENC=93
 210 X1=X1+DX:Y1=Y1+DY
 215 POKECL+Y1*22+X1,5:IFPEEK(SC+Y1*22+
X1)=32THEN240
 216 POKE36878,15:POKE36877,130
 220 POKESC+Y1*22+X1,42
 225 FORJ=0TO7:IFA(J)=SC+Y1*22+X1THENA=
A-1:A(J)=0:S=S+20
 230 NEXTJ
 231 IFSC+Y1*22+X1=ASTHENS=S+100:AS=0
 232 POKE36877,0
 235 GOTO250
 240 POKESC+Y1*22+X1,C:IFX1<21ANDX1>0AN
DY1<22ANDY1>0THEN210
 250 X2=X:Y2=Y
 251 X2=X2+DX:Y2=Y2+DY:POKESC+Y2*22+X2,
32
 255 IFX2<>X1ORY2<>Y1THEN251
 256 POKE36877,0
 260 IFAS=0THEN300
 265 POKEAS,32:IFRND(1)>.9THENAD=INT(RN
D(1)*3+21):IFRND(1)>.5THENAD=-AD
 267 AS=AS+AD:IFPEEK(AS+AD*2)=81THENAD=
-AD
 270 IFAS<7680THENAS=AS+506
 275 IFAS>8185THENAS=AS-506
 280 POKEAS+CO,7:POKEAS,88
 285 IFAS=SC+Y*22+XTHEN1000
 300 NEXTI:IFA=0THEN20
 305 IFAS=0ANDRND(1)>.9THEN40
 310 GOTO50
 1000 PRINT"PUNTI"S
 1005 FORI=1TO2000:NEXT:LI=LI-1:IFLI>0T
HENPRINT"":GOTO16
 1010 POKE36878,0:POKE198,0
 9999 END
```

COLPO DI PISTOLA

Sii il più veloce pistolero della città. Muovendoti su e giù per lo schermo, cerca di evitare i colpi e i proiettili rientranti del VIC.

Con Z sposti in sù il tuo cowboy
con C lo porti in basso
con M fai sparare la sua pistola.

Via con la pistola, vendicatore.

```
 5 D$="[illegible]":A$="[illegible]
[illegible]"
 10 POKE36879,136:PRINT"[illegible]"
 15 CO=30720:SP=0:SC=0
 20 BP=0:BC=0:P=4:C=12
 25 FORI=7689TO8185STEP22:POKEI+CO,5:PO
KEI+1+CO,5:POKEI+2+CO,5
 30 POKEI,160:POKEI+1,160:POKEI+2,160:N
EXT
 50 K=PEEK(197):IFK=64THEN100
 55 P=P+(K=33)-(K=34):IFP<2THENP=2
 60 IFP>16THENP=16
 65 PRINTLEFT$(D$,P-1)"    [illegible]
[illegible]";
```

```
 70 PRINT"[illegible]"CHR$(28)"[illegible]"C
HR$(28)" [illegible]    "
 100 IFRND(1)>.3THENC=C+INT(RND(1)*3-1)
:GOTO110
 105 IFRND(1)>.6THENC=C+(C>P)-(C<P)
 110 IFC<2THENC=2
 115 IFC>16THENC=16
 120 PRINTLEFT$(D$,C-1);LEFT$(A$,17)"
 [illegible]"CHR$(28)" [illegible]";
 125 PRINT"[illegible]" [illegible]    "
 130 IFK<>36THEN200
 135 PRINTLEFT$(D$,P)"[illegible]";
 140 PRINT"[illegible] "CHR$(28)"[illegible]"
 154 POKE36878,14:POKE36877,135:FORI=1T
O75:NEXT
 155 I=4:K=64
 160 PE=PEEK(7680+P*22+I)
 165 PRINTLEFT$(D$,P+1);LEFT$(A$,I)"[illegible]."
 170 FORJ=1TO10:NEXT
 175 PRINTLEFT$(D$,P+1);LEFT$(A$,I)"  "
 180 I=I+1
 181 IFI>10THENPOKE36877,0
 182 IFI>6ANDI<11THENPOKE36877,200:POKE
36878,5
 185 IFI<22ANDPE=32THEN160
 190 IFPE=32THEN200
 195 POKE36877,250:FORJ=1TO50:NEXT:POKE
36877,0
 197 IF(P=CORP+1=C)ANDI>16THEN400
 200 IFRND(1)<.9AND(RND(1)<.8ORABS(C-P)
>1)THEN50
 205 I=16
 210 PRINTLEFT$(D$,C);LEFT$(A$,18);CHR$
(28)"[illegible]";
 215 PRINT"[illegible]  [illegible]"
 216 POKE36878,12:POKE36877,135:FORJ=1T
O75:NEXT
 220 PE=PEEK(7680+C*22+I)
```

```
 225 PRINTLEFT$(D$,C+1);LEFT$(A$,I)"■."
 230 FORJ=1TO10:NEXT
 235 PRINTLEFT$(D$,C+1);LEFT$(A$,I)"  "
 240 I=I-1
 241 IFI<12ANDI>7THENPOKE36877,200:POKE
36878,5
 242 IFI<8THENPOKE36877,0
 245 IFI>0ANDPE=32THEN220
 250 IFPE=32THEN50
 252 POKE36877,250:FORJ=1TO50:NEXT:POKE
36877,0
 253 IF(C<>PANDC+1<>P)ORI>4THEN120
 255 SC=SC+1
 300 PRINTLEFT$(D$,C)"    ■■■■■    ■■■■■■
   ■■■■■■■■■  "CHR$(28)"■";
 305 PRINT"■■■■■■■■■
```

LOTTA NEI CIELI

Bombarda gli insediamenti di difesa nemici e scendi mitragliando coi caccia per guadagnare punti.

Appena esci dallo schermo, muovendoti verso destra, ti troverai poi alla sinistra di un nuovo paesaggio. Schiva i missili e i caccia nemici appena sbucano fuori nel cielo.

Le palline blu sono i depositi di carburante, mentre i grossi obiettivi circolari sui trampoli sono i depositi di munizioni.

Per guardagnare più punti bombarda le basi extraterrestri raccolte in gruppo.

Con W sposti in alto la tua astronave
con A la sostieni
con D acceleri in avanti (essa si muove già di per sè in avanti)
con X abbassi l'astronave
con S sganci una bomba
con SPACE fai fuoco col laster.

Stai attento a non scontrarti con nessuno e cerca di evitare il fuoco della contraerea che ti viene indirizzato dalle basi di terra.

```
 5 LA=1:POKE650,255
 10 H=36878:POKEH+1,8:CO=30720:CL=38400
:SC=7680
 11 X=0:Y=5:B=0:S=0
 12 DIMM(3),F(3),B(3)
 15 IFLA>3THENLA=1:RESTORE
 16 ONLAGOTO20,55,100
 20 PRINT"[illegible]";
 25 PRINT"[illegible]";
 30 PRINT"[illegible]";
 35 PRINT"[illegible]"
 40 POKE38902,5:POKE38903,5:POKE38904,5
:POKE8182,124:POKE8183,120:POKE8184,120
 45 POKE7996+CO,3:POKE7996,78:POKE7926+
CO,3:POKE7926,78
 50 POKE8140+CO,3:POKE8140,77:POKE8070+
CO,3:POKE8070,101:GOTO150
 55 PRINT"[illegible]";
 60 PRINT"[illegible]";
 65 PRINT"[illegible]";
 70 PRINT"[illegible]";
 75 PRINT"[illegible]"
 80 POKE8011+CO,3:POKE8011,77:POKE8024+
CO,3:POKE8024,77
 85 POKE7959+CO,3:POKE7959,100:POKE7981
+CO,3:POKE7981,74
 90 POKE7920+CO,3:POKE7920,77:GOTO150
 100 PRINT"[illegible]";
 102 PRINT"[illegible]";
 105 PRINT"[illegible]";
 115 PRINT"[illegible]"
 150 FL=4:FI=4
 165 FORI=0TO3:F(I)=7767+I*44:IFI=1THEN
F(I)=F(I)-1
 170 IFI=2THENF(I)=F(I)-47
```

```
 175 IFI=3THENF(I)=F(I)-44
 180 READB(I):M(I)=B(I):NEXT
 200 FORI=0TO3
 201 POKESC+Y*22+X,32:GETA$:IFB=0THENPO
KEH-2,0
 205 X=X+1+(A$="A")*2-(A$="D"):IFX<0THE
NX=0
 210 IFX>21THENX=0:LA=LA+1:GOTO15
 220 Y=Y+(A$="W")-(A$="X"):IFY<0THENY=0
 221 IFY>22THENY=22
 225 IFPEEK(SC+Y*22+X)<>32THEN1000
 230 POKECL+Y*22+X,2:POKESC+Y*22+X,62
 235 IFF(I)=0THEN250
 240 POKEF(I),32:F(I)=F(I)-1:IFF(I)<SCT
HENF(I)=F(I)+88
 245 POKECO+F(I),1:POKEF(I),60
 250 IFM(I)=0THEN300
 255 IFM(I)=A(I)ANDRND(1)<.9ORB(I)=0THE
N300
 260 POKEM(I),32:M(I)=M(I)-22
 265 IFM(I)<7702THENPOKEM(I),32:M(I)=B(
I):POKEM(I)+CO,3:POKEM(I),30:GOTO300
 270 POKEM(I)+CO,2:POKEM(I)-22+CO,3:POK
EM(I),22:POKEM(I)-22,30
 300 IFA$="S"ANDB=0THENB=SC+Y*22+X+22
 355 IFB=0THEN400
 356 POKEH,5:POKEH-2,B/25-75
 360 POKEB,32:B=B+22.5:IFPEEK(B)<>32THE
N365
 361 IFPEEK(B+1)=32THEN395
 363 B=B+1
 365 POKEH,15:POKEH-1,175
 366 P=PEEK(B):C=PEEK(B+CO):POKEB+CO,2:
POKEB,42:B=INT(B):IFP<>60THEN375
 370 FORJ=0TO3:IFF(J)=BTHENF(J)=0:P=32:
S=S+20:FI=FI-1
 371 NEXT:GOTO390
 375 IFP<>30THEN385
 380 FORJ=0TO3:IFB=M(J)-22THENPOKEM(J),
32:M(J)=B(J):P=32:S=S+10
 381 NEXT
 385 IFP<>120THEN388
```

```
 386 FORJ=0TO3:IFB=B(J)+22THENPOKEM(J),
32:POKEM(J)-22,32:B(J)=0:S=S+30
 387 NEXT
 388 IFP=101ORP=77ORP=78ORP=100THENP=32
:FL=FL-1
 389 IFP>72ANDP<76ORP=85THENS=S+50:P=32
 390 IFP=81THENS=S+100:P=32
 391 IFP=88THENS=S+500:POKEH+1,25:FORJ=
1TO100:NEXT:POKEH+1,8:P=P+128
 392 FORJ=1TO100:NEXT:POKEB,P:POKEB+CO,
C:B=0:POKEH-1,0:GOTO400
 395 IFB>8185THENB=0:GOTO400
 396 POKEB+CO,1:POKEB,46
 400 IFA$<>" "THEN460
 401 POKEH,15:FORX1=255TO230STEP-1:POKE
H-1,X1:NEXT
 405 X1=INT(X+1)
 410 POKECL+Y*22+X1,7:IFPEEK(SC+Y*22+X1
)=32THEN440
 411 POKE36877,135:POKE36874,205
 415 P=PEEK(SC+Y*22+X1):POKESC+Y*22+X1,
42
 416 IFP=101ORP=77ORP=78ORP100THENFL=FL
-1:P=32
 417 IFP>72ANDP<76ORP=85THENS=S+50:P=32
 418 IFP=81THENS=S+100:P=32
 420 FORJ=0TO3:IFF(J)=SC+Y*22+X1THENF(J
)=0:S=S+20:FI=FI-1:P=32
 425 IFB(J)+22=SC+Y*22+X1THENPOKEM(J),3
2:POKEM(J)-22,32:B(J)=0:S=S+30:P=32
 430 IFM(J)-22=SC+Y*22+X1THENPOKEM(J),3
2:M(J)=B(J):S=S+10:P=32
 435 NEXT
 436 POKESC+Y*22+X1,P:X1=X1-1:GOTO445
 440 POKESC+Y*22+X1,64:X1=X1+1:IFX1<22T
HEN410
 441 X1=22
 445 POKEH-4,0:FORJ=X+1TOX1:POKESC+Y*22
+J,32:NEXT:POKEH-1,0
 455 F=SC+INT(RND(1)*330):IFPEEK(F)<>32
ANDPEEK(F)<>32THEN500
 460 NEXTI:IFFL=0THEN500
```

```
 465 F=SC+INT(RND(1)*330):IFPEEK(F)<>32
ANDPEEK(F)<>62THEN500
 485 POKEF+CO,4:POKEF,42:FORJ=1TO75:NEX
T:IFF=SC+Y*22+XTHEN1000
 490 POKEF,32
 495 POKEF+CO,4:POKEF,42:FORJ=1TO75:NEX
T:IFF=SC+Y*22+XTHEN1000
 496 POKEF,32
 500 IFFI>0THEN200
 505 FORI=0TO3:F(I)=7767+I*44:IFI=1THEN
F(I)=F(I)-1
 510 IFI=2THENF(I)=F(I)-47
 515 IFI=3THENF(I)=F(I)-44
 520 NEXT:FI=4:GOTO200
 1000 POKE650,0:POKEH-2,128:POKEH-1,180
:POKEH,15
 1005 POKECL+Y*22+X,2:POKESC+Y*22+X,42
 1010 FORI=1TO750:NEXT
 1015 PRINT"■PUNTI"S:POKEH,0
 2000 DATA7902,7972,8090,8161,7992,7976
,8023,7917,8036,8107,8110,7913
```

INVASORI DALLO SPAZIO

Arresta la muraglia di extraterrestri prima che essi invadano il tuo pianeta. Hai a disposizione tre "vite", quanto tempo pensi di resistere?

Con Z vai a sinistra
con C a destra
con M fai fuoco col tuo cannone laser.

Buona fortuna!

```
1 HS=0
5 SC=0:B=1:F=0:IN=0:GOSUB1000:GOTO35
8 FORI=1TO2000:NEXT:IN=IN+1:GOSUB1005
35 IFF=1THEN505
36 POKE36878,10:POKE36874,132
37 FORJ=0TO2
40 K=PEEK(197)
45 IFK>32ANDK<35THENGOSUB300
50 IFS<>0THENGOSUB400:GOTO100
```

```
 70 IFK=36THENS=G-22:GOSUB400
 100 GOSUB600
 200 NEXTJ:POKE36874,0:FORY=0TO3:FORX=0
TO3:IFA%(Y,X)=0THEN250
 205 Z=A%(Y,X)-7680:Z1=INT(Z/22):Z=Z-Z1
*22
 210 POKEA%(Y,X),32:POKEA%(Y,X)+1,32
 211 IFZ-X*4<10RZ-X*4>6THEND%(Y,X)=-D%(
Y,X):A%(Y,X)=A%(Y,X)+44
 215 A%(Y,X)=A%(Y,X)+D%(Y,X)
 217 POKEA%(Y,X)+CO,Y+2:POKEA%(Y,X),255
 220 POKEA%(Y,X)+CO+1,Y+2:POKEA%(Y,X)+1
,127
 221 IFA%(Y,X)>8142THEN500
 225 K=PEEK(197):IFK>32ANDK<35THENGOSUB
300
 226 IFK=36ANDS=0THENS=G-22
 230 IFS<>0THENGOSUB400
 235 C=C+1
 250 NEXTX,Y:IFC=0THEN8
 251 C=0:FORX=0TO3:C=C+A%(PO,X):NEXTX:I
FC=0THENPO=PO-1:IFPO<0THEN8
 255 GOTO35
 300 POKEG-1,32:POKEG+1,32
 305 G=G+(K=33)-(K=34):IFG<8143THENG=81
43
 310 IFG>8162THENG=8162
 315 POKEG-1+CO,3:POKEG-1,112:POKEG+CO,
3:POKEG,113:POKEG+CO+1,3:POKEG+1,110
 320 RETURN
 400 POKES,32:S=S-22:IFS<7680THENS=0:PO
KE36877,0:RETURN
 401 POKE36877,153:POKE36878,6
 405 IFPEEK(S)<>32THEN415
 410 POKES+CO,5:POKES,93:GOTO465
 415 POKE36877,175:POKE36878,15
 416 P=PEEK(S):POKES+CO,2:POKES,42:IFP=
160ORP=95ORP=105THEN460
 420 POKES-1,32:POKES+1,32
 421 POKE36878,15:POKE36877,200
 425 IFP=127ORP=255THEN450
 430 FORX1=0TO2:IFS=S%(X1)THENSC=SC+5:S
%(X1)=0
```

```
 435 NEXTX1
 440 GOTO460
 450 FORY1=0TO3:FORX1=0TO3:IFA%(Y1,X1)=
SORA%(Y1,X1)+1=STHENA%(Y1,X1)=0:SC=SC+1
0*(IN+1)
 455 NEXTX1,Y1
 460 POKES,32:S=0:POKE36877,0:POKE36878
,0
 465 RETURN
 500 FORI=1TO1000:NEXT
 501 PRINT"■":POKE36878,42:PRINT"■***
 ■INVASIONE■     ***":GOTO509
 505 POKE36878,15:POKE36877,150:POKEG-1
+CO,4:POKEG+CO,4:POKEG+1+CO,4
 506 POKEG-1,223:POKEG,223:POKEG+1,223:
FORI=1TO1000:NEXT:POKE36877,0:POKE36878
,0
 507 B=B+1:IFB<4THENPOKE7680,B+48:F=0:P
OKE36877,0:GOTO35
 508 FORI=1TO1000:NEXT:PRINT:PRINT"■SEI
 MORTO!"
 509 PRINT"■■■TUO PUNTEGGIO :"SC:POKE36
877,0:POKE36878,0
 510 IFSC>HSTHENHS=SC
 511 PRINT"■PUNT. MAX.="HS
 513 PRINT"■■■  PREMI UN TASTO PER   CO
NTINUARE, LO ■SPAZIO■ PER FINIRE"
 514 GETA$:IFA$<>""THEN514
 515 GETA$:IFA$=""THEN515
 520 IFA$=" "THENEND
 525 SC=0:B=1:F=0:IN=-1:PRINT"■":GOTO8
 600 IFS%(J)>0THEN615
 605 SS=INT(RND(1)*4):IFA%(PO,SS)=0THEN
635
 610 S%(J)=A%(PO,SS)+22
 615 POKES%(J),32:S%(J)=S%(J)+22:IFS%(J
)>8163THENS%(J)=0:GOTO635
 620 IFPEEK(S%(J))=112ORPEEK(S%(J))=113
ORPEEK(S%(J))=110THENF=1
 625 IFPEEK(S%(J))<>32THENPOKES%(J),32:
S%(J)=0
 630 POKES%(J)+CO,3:POKES%(J),93
 635 POKE36877,0:RETURN
```

```
 1000 PRINT"□":CO=30720:DIMA%(3,3),D%(3
,3):G=8144:POKE36879,8
 1001 DIMS%(2)
 1005 POKEG+CO-1,3:POKEG+CO,3:POKEG+CO+
1,3:POKEG-1,112:POKEG,113:POKEG+1,110
 1010 FORI=8164TO8185:POKEI+CO,6:POKEI,
160:NEXT:PO=3
 1015 FORY=0TO3:FORX=0TO3
 1020 A%(Y,X)=7681+Y*66+IN*44+X*44:D%(Y
,X)=1
 1021 NEXTX,Y
 1022 IFIN>0THEN1051
 1025 FORY=8032TO8091STEP22:FORX=2TO16S
TEP7
 1030 POKEY+X+CO,7:POKEY+X+1+CO,7:POKEY
+X+2+CO,7
 1035 POKEY+X,160:POKEY+X+1,160:POKEY+X
+2,160
 1040 NEXTX,Y
 1045 FORX=8100TO8115STEP7:POKEX+CO,7:P
OKEX+2+CO,7
 1050 POKEX,105:POKEX+2,95:NEXTX
 1051 FORX=0TO2:S%(X)=0:NEXTX
 1052 POKE38400,1:POKE7680,B+48
 1055 FORI=1TO2000:NEXT:RETURN
```

AEREO

Cerca di riportare a terra sani e salvi i tuoi passeggeri sulla pista dell'areoporto di Heathrow.

Quando comparirà 0 nell'indicatore di distanza sul pannello di strumentazione, vuol dire che sei arrivato alla pista. Bisogna fermarsi prima che il conteggio arrivi a 200 (l'indicatore segnerà –200).

Un altro numero indica il tuo grado di accelerazione: 0 significa che sta planando. Premendo la barra dello spazio vengono attivati i flaps di freno, mentre con S abbassi i carrelli; RETURN rialzerà i carrelli spegnendo automaticamente i freni.

Con W innalzi la punta del tuo aereo
con X l'abbassi
con A e D modifichi la tua posizione in rapporto alla linea dell'orizzonte; ciò può però anche essere alterato dall'effetto del vento. Troverai le indicazioni sulla linea immaginaria dell'orizzonte sulla destra del tuo pannello di controllo.

Cerca di allenarti per un atterraggio perfetto. Buona fortuna!

```
 1 POKE36879,8:PRINT"■":POKE650,255
 5 FORI=38400TO38906:POKEI,7
 10 NEXT:POKE36878,7:POKE36877,180
 15 FORI=1TO13
 20 POKE7845+I*22+I/1.7,108:POKE7845+I*
22-I/1.7,123
 25 IFINT(I/2)*2=ITHENPOKE7845+I*22,101
 30 NEXTI
 35 PRINT"■VELOCITA'■■■■■■■■■■■■ALTEZZA
■■■■■■■■■■■DISTANZA■■■■■■■■■■■■";
 40 PRINT"■_____________________________"
 45 FORI=1TO14:PRINT"■■| ■■■■■■■■■■■■■■■■■■
■■ |"
 50 NEXT
 55 PRINT"■■■■■■■■■■■■■■■■■■
```

```
 170 PRINT"[illegible]";:IFA=1THENPRINT
"\";
 175 IFA=0THENPRINT"-";
 180 IFA=-1THENPRINT"/";
 185 PRINTCHR$(28)"←[illegible]"
 190 PRINT"[illegible]";:IFU=0THENPRINT"
DENTRO"
 195 IFU=1THENPRINT"FUORI [illegible]"
 205 PRINT"[illegible]    [illegible]
[illegible]  [illegible]    ";
 210 PRINT"[illegible]";
 215 IFP=1THENPRINT"\[illegible]\"
 220 IFP=0THENPRINT"[illegible]-[illegible]-"
 225 IFP=-1THENPRINT"[illegible]/[illegible]/"
 235 IFH<1THENH=0
 240 IFD>0ANDH=0THEN250
 241 IFV=0ANDH=0THEN250
 245 IFD>-200THEN100
 250 S=100:FORI=1TO3000:NEXT:PRINT"[illegible]"
 255 IFD>0THENPRINT"HAI MANCATO LA PIST
A":S=S-80:GOTO300
 260 IFD<-500THENPRINT"HAI OLTREPASSATO
 LA PISTA":S=S-60:GOTO300
 265 IFP<>0THENPRINT"CON L'ALA HAI URTA
TO  IL SUOLO":S=S-50:GOTO300
 270 IFA<1THENPRINT"SEI ATTERRATO SULLA
   PANCIA":S=S-50:GOTO300
 275 IFP<>0ANDH<4THENPRINT"LA PUNTA DEL
L'ALA HA TOCCATO TERRA":S=S-75:GOTO300
 280 IFU=0THENPRINT"I CARRELLI ERANO AN
CO-RA DENTRO":S=S-75:GOTO300
 285 IFV>10THENPRINT"TROPPO VELOCE!":S=
S-25:IFV>25THENS=S-25
 290 IFS=100THENPRINT"[illegible]ATTERRAGGIO PERF
ETTO![illegible]"
 300 PRINT"[illegible]ILTUO PUNTEGGIO E':"S"[illegible]"
 305 POKE36878,0:POKE650,0:END
 1000 FORI=1TO13
 1005 POKE7845+I*22+I/1.7,108:POKE7845+
I*22-I/1.7,123
 1010 IFINT(I/2)*2=ITHENPOKE7845+I*22,1
01
 1015 NEXT
```

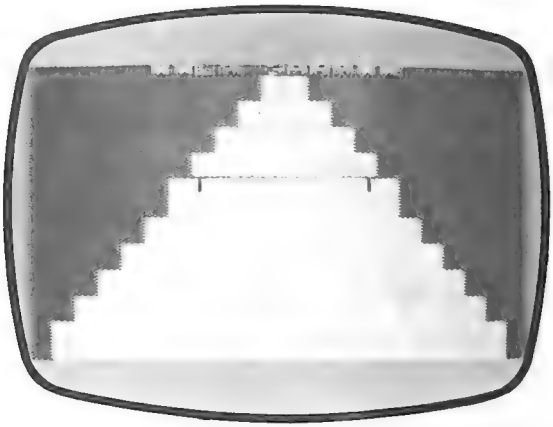
MARATONA

Siediti comodamente sulla tua poltrona di casa e scommetti sui più grandi atleti del mondo che si siano mai visti.

Fai la tua puntata su uno dei tre atleti e osserva attentamente la gara. Quindi, se sei fortunato, incassa le vincite.

Il gioco continua o finchè non fallisci o finchè fai saltare il banco.

Sei in grado di indovinare chi vince tra quelli in pista?



```
2 POKE36879,8
3 MO=100
10 PRINT"■■■**■SCOMMESSA ATLETICA■**■"
20 PRINT"    ————————————————————"
30 PRINT"     ■■COME TI CHIAMI■"
31 INPUT"■■      ";A$
32 FORI=1TO3:OD(I)=INT(RND(1)*6)+1:NEX
T
35 PRINT"■";A$;", POS' EDI"MO"$"
40 PRINT:PRINT"■ATLE  :      POSTA:"
50 PRINTCHR$(28)"■■■
```

```
 80 PRINT:PRINT"■3)ALLAN
  WELLS      "OD(3)"/1"
 90 PRINT"■■2UANTO SCOMMETTI";
 100 INPUTB
 110 IFB>MOORB<0THEN100
 120 PRINT"■■CHE NUMERO HA L'ATLETA"
 130 INPUTR
 135 IFR<1ORR>3THEN130
 200 PRINT"■":POKE36879,170
 210 FORI=1TO22
 220 FORJ=7680+I*22TO7689+I*22-INT(I/2.
2):POKEJ+30720,0:POKEJ,102:NEXTJ,I
 225 FORI=1TO22
 230 FORJ=7701+(I*22)TO7692+(I*22)+INT(
I/2.2)STEP-1:POKEJ+30720,0:POKEJ,102:NE
XTJ,I
 235 PRINT"■■■      **LA GARA**        "
 240 PRINT"■■■
```

```
 550 POKERP(I)+30722,1:POKERP(I)+2,254:
POKERP(I)+30743,0:POKERP(I)+23,160
 560 POKERP(I)+30764,1:POKERP(I)+44,254
:POKERP(I)+30766,1:POKERP(I)+46,252
 570 POKERP(I)+30700,1:POKERP(I)-21,81:
NEXTI
 580 POKE36878,4:POKE36874,147:POKE3687
7,140:FORI=1TO65:NEXT:POKE36874,0:POKE3
6877,0
 581 POKE36878,0:GOTO340
 1000 FORZ=1TO1000:NEXTZ:POKE36879,8
 1001 J=I
 1010 PRINT"[illegible]"
 1015 PRINT"[illegible]HA VINTO ";
 1020 GOSUB1500
 1060 PRINT"[illegible]TU AVEVI PUNTATO SU   "
 1070 I=R
 1080 GOSUB1500
 1100 IFJ=RTHENPRINT"[illegible]BRAVO, HAI VIN
TO!!![illegible]"
 1110 IFJ<>RTHENPRINT"[illegible]      [illegible]HAI PER
SO!![illegible]            [illegible]CHE SFORTUNA!"
 1111 IFJ<>RTHENMO=MO-B
 1112 IFJ=RTHENMO=MO+(OD(R)*B)
 1113 IFMO<1THEN2000
 1114 IFMO>20000THEN3000
 1120 PRINT"[illegible]PREMI RETURN";
 1130 INPUTA$
 1140 GOTO32
 1500 IFI=1THENPRINT"[illegible]SEBASTIAN COE"
 1510 IFI=2THENPRINT"[illegible]STEVE OVET"
 1520 IFI=3THENPRINT"[illegible]ALLAN WELLS"
 1550 RETURN
 2000 PRINT"[illegible]  HAI PERSO TUTTO !![illegible]"
 2040 PRINT"[illegible]GIOCHI ANCORA (S/N)";:INP
UTA$
 2060 IFLEFT$(A$,1)="S"THENRUN
 2070 PRINT"       [illegible]CIAO CIAO![illegible]"
 2080 END
 3000 PRINT"[illegible]HAI FATTO SALTARE IL BANCO
!!"
 3010 GOTO2040
```

STAR TREK

Quale comandante dell'Enterprise, devi spazzar via dalla galassia le quindici astronavi Klingon.

I comandi vanno inseriti come numeri. Essi sono:

1. Direzione. Inserisci le coordinate del settore in cui desideri recarti come un numero di due cifre: prima la coordinata X, poi la Y. Per esempio 23 (RETURN) per il settore 2,3.

2. Il Radar analizza l'intera galassia suddivisa in una serie di settori 4×4. Ogni settore è identificato da un numero. La cifra che compare sulla destra indica quante stelle ci sono in quel particolare settore, mentre un'eventuale cifra sulla sinistra rivela quante astronavi Klingon sono presenti nel settore. Se sulla sinistra c'è ancora un altro numero, esso ti indica il numero di basi stellari che trovi sempre in quel settore. Così il numero 231 significa: 1 stella, 3 Klingon e 2 basi stellari, mentre 25 significa 2 Klingon e 5 stelle.

3. Siluri fotonici. Inserisci l'angolo di inclinazione per il lancio del siluro come un numero divisibile per 45; 90 per un lancio orizzontale alla destra della tua astronave, indicata con E sul display. Per un lancio in verticale inserisci 0 e non 360. Ricordati però che il numero di siluri è limitato.

4. Fasori. Queste sono armi energetiche, ma non sempre distruggono i bersagli. L'angolo di lancio deve essere inserito come per i siluri.

5. Barriere. Fissa, inserendo un numero intero, quanta energia vuoi usare sulle barriere di protezione.

Più sono i comandi impartiti più si esaurisce l'energia.

Il gioco termina o quando l'energia è scesa a zero o quando hai distrutto tutte le astronavi Klingon.

Puoi muoverti in giro per il settore usando i tasti per il controllo del cursore, evitando le stelle (*) e i Klingon (+). Ciò può rendersi necessario per raggiungere una buona posizione da cui distruggere i Klingon.

Entrando in una base stellare si riempiranno i serbatoi di energia.

AVVERTIMENTO-FINALE: un Klingon, se provocato, può anche far fuoco all'indietro.

```
 1 X=RND(-TI):POKE36879,8
 10 DEFFNR(X)=INT(RND(1)*X+1):E=100:S=1
00:C=1:X=2:Y=2:X1=2:Y1=2:T=5
 15 DIMG%(4,4),S%(4,4)
 20 FORI=1TO20:A=FNR(4):B=FNR(4):G%(A,B
)=G%(A,B)+1:NEXT
 25 FORI=1TO20:A=FNR(4):B=FNR(4):G%(A,B
)=G%(A,B)+10:NEXT
 30 FORI=1TO2:A=FNR(4):B=FNR(4):G%(A,B)
=G%(A,B)+100:NEXT
 50 SB=INT(G%(X,Y)/100):KL=INT((G%(X,Y)
-SB*100)/10):SA=G%(X,Y)-(SB*100+KL*10)
 55 FORI=1TO4:FORJ=1TO4:S%(I,J)=0:NEXTJ
,I
 56 S%(X1,Y1)=1
 60 IFSB=0THEN70
 65 FORI=1TOSB
 66 A=FNR(4):B=FNR(4):IFS%(A,B)<>0THEN6
6
 67 S%(A,B)=4:NEXT
 70 IFKL=0THEN80
 75 FORI=1TOKL
 76 A=FNR(4):B=FNR(4):IFS%(A,B)<>0THEN7
6
 77 S%(A,B)=3:NEXT
 80 IFSA=0THEN100
 85 FORI=1TOSA
 86 A=FNR(4):B=FNR(4):IFS%(A,B)<>0THEN8
6
 87 S%(A,B)=2:NEXT
 100 PRINT"◥◣ENTERPRISE▤"
 104 E=E-S/10:SD=SD+1:IFK=15THEN6000
 110 PRINT"    1234":FORI=1TO4:PRINTI;:F
ORJ=1TO4
 115 IFS%(J,I)=0THENPRINT"◣ ";
 120 IFS%(J,I)=1THENPRINT"◣E";
 125 IFS%(J,I)=2THENPRINT"▤*";
 130 IFS%(J,I)=3THENPRINT"▤+";
 135 IFS%(J,I)=4THENPRINT"▤X";
 140 NEXTJ:PRINT"▤":NEXTI:C=1
 141 FORI=1TO4:FORJ=1TO4:IFC>2THEN146
 142 IFS%(J,I)=3THENC=3
 143 IFS%(J,I)=4THENC=2
```

```
 144 IFE<1THENC=4
 145 NEXTJ,I
 146 PRINT"▯CONDIZIONE:";
 150 IFC=1THENPRINT"▯VERDE"
 155 IFC=2THENPRINT"▯AMBRA"
 160 IFC=3THENPRINTCHR$(28)"ROSSA"
 161 IFC=4THENPRINT"▯CRITICA":GOTO5500
 165 PRINT"▯ENERGIA  ";INT(E)
 170 PRINT"BARRIERE ";S:PRINT"SILURI
 "T:PRINT"SETTORE "X","Y
 181 PRINT"STELLA DATATA"SD+3200:PRINT"
▯KLINGONS RIMASTI"15-K:PRINT"COSA ORDI
NI?"
 190 GETA$:IFA$=""THEN190
 200 IFVAL(A$)>0ANDVAL(A$)<9THEN250
 205 POKE7702+Y1*22+X1+2,32:S%(X1,Y1)=0
 210 X1=X1+(A$="▯")-(A$="▯")
 215 IFX1<1THENX1=1
 220 IFX1>4THENX1=4
 225 Y1=Y1+(A$="▯")-(A$="▯"):IFY1<1THEN
Y1=1
 230 IFY1>4THENY1=4
 231 IFPEEK(7702+Y1*22+X1+2)<>32THEN500
0
 235 POKE7702+Y1*22+X1+2,5:S%(X1,Y1)=1:
GOTO190
 250 ONVAL(A$)GOTO255,300,400,500,600
 251 GOTO100
 255 PRINT"AVVIAMENTO MOTORI OK":PRINT"
VERSO DOVE";
 260 INPUTA:X=INT(A/10):Y=A-X*10:IFX<10
RX>4ORY<1ORY>4THEN260
 270 E=E-5:X1=FNR(4):Y1=FNR(4):GOTO50
 300 PRINT"▯▯   1   2   3   4":PRINT
 305 FORI=1TO4:PRINTI;
 310 FORJ=1TO4:PRINT"▯▯"G%(J,I);:IFG%(J
,I)<100THENPRINT" ";:IFG%(J,I)<10THENPR
INT" ";
 320 NEXT:PRINT"▯":NEXT
 325 PRINT"▯▯ENTERPRISE NEL SETTORE":PR
INTX","Y"▯"
 385 GETA$:IFA$=""THEN385
 390 GOTO100
```

```
 400 IFT=0THENPRINT"CAMERE PRONTE":GOTO
495
 404 T=T-1:PRINT"CAMERE LANCIO SILURI
PRONTE: ANGOLO":INPUTA
 405 IFINT(A/45)*45<>ATHEN400
 410 A=A/45:PRINT"TRACCIA":TX=X1:TY=Y1
 420 PRINTTX","TY:IFS%(TX,TY)<2THEN450
 430 IFS%(TX,TY)=2THENPRINT"STELLA COLP
ITA":GOTO495
 435 IFS%(TX,TY)=3THENPRINT"KLINGON DIS
TRUTTO":G%(X,Y)=G%(X,Y)-10:KL=KL-1:K=K+
1
 436 IFS%(TX,TY)=4THENG%(X,Y)=G%(X,Y)-1
00:PRINT"BASE STELLARE          DISTRUTT
A"
 440 S%(TX,TY)=0:GOTO495
 450 TX=TX+(A=5)+(A=6)+(A=7)-(A=1)-(A=2
)-(A=3)
 455 TY=TY+(A=0)+(A=1)+(A=7)-(A=3)-(A=4
)-(A=5)
 460 IFTY<0ORTX<0ORTX>4ORTY>4THEN490
 465 GOTO420
 490 PRINT"MANCATO";
 495 IFKL>0ANDFNR(20)>1THENGOSUB1000
 498 GETA$:IFA$=""THEN498
 499 GOTO100
 500 PRINT"FASORI PRONTI: ANGOLO":INPUT
A
 505 IFINT(A/45)*45<>ATHEN505
 510 A=A/45:TX=X1:TY=Y1:E=E-10
 515 IFS%(TX,TY)<2THEN550
 530 IFS%(TX,TY)=2THENPRINT"COLPITA UNA
 STELLA":GOTO595
 534 IFS%(TX,TY)>3THENPRINT"BASE STELLA
RE COLPITA":GOTO595
 535 PRINT"COLPITO UN KLINGON":IFFNR(10
)<5THEN595
 536 PRINT"E DISTRUTTO":KL=KL-1:S%(TX,T
Y)=0:G%(X,Y)=G%(X,Y)-10:K=K+1:GOTO595
 550 TX=TX+(A=5)+(A=6)+(A=7)-(A=1)-(A=2
)-(A=3)
 555 TY=TY+(A=0)+(A=1)+(A=7)-(A=3)-(A=4
)-(A=5)
```

```
 560 IFTY<0ORTY>4ORTX<0ORTX>4THEN590
 565 GOTO515
 590 PRINT"MANCATA";
 595 IFKL>0ANDFNR(10)>4THENGOSUB1000
 598 GETA$:IFA$=""THEN598
 599 GOTO100
 600 INPUT"ENERGIA BARRIERE";S:IFS<0ORS
>100THEN600
 610 GOTO100
 1000 PRINT"IL KLINGON SPARA, TU  RESI
STI":D=FNR(30)+20-S/2:IFD<5THEND=5
 1015 PRINT"UNITA' DANNEGGIATE"D:E=E-D:
RETURN
 5000 IFS%(X1,Y1)=4THENE=100:PRINT"ENT
ERPRISE IN ATTRACCO":GOTO235
 5005 PRINT"ENTERPRISE IN COLLISIONE":G
OTO5510
 5500 PRINT"CELLE-ENERGIA VUOTE"
 5510 PRINT"HAI ANNIENTATO"K:PRINT"KLIN
GONS":PRINT"MA ESSI RIINVADERANNO LA GA
LASSIA":GOTO6500
 6000 PRINT"HAI PORTATO A TERMINE LA MI
SSIONE"
 6500 PRINT"PUNTEGGIO:"(100-SD)*K
```

COMPUTER MAGICO

Sei in grado di seguire la serie di BIP elettronici che il VIC ti fornisce?.

Premi i tasti coi numeri rispettando l'ordine delle note della sequenza generata dal computer.

Col procedere la sequenza diventa sempre più lunga.

Sii veloce o il computer ti darà segni di disapprovazione.

```
1 REM*COMPUTER MAGICO*
2 PRINT"■":POKE36879,158
3 CO=30720:LO=0
9 PRINT"■■■                                    ■"
10 PRINT"■■■■                                  ■■ ■"
20 PRINT"■■■■■■■■   ◆■■COMPUTER■■■◆   ■■■■■■■■
■■ "
30 PRINT"■■■■■      ■■◆■■MAGICO■■■◆■
■■■ "
40 PRINT"■■■  ■                          ■  "
45 PRINT"■■■  ■                        ■ "
50 PRINT"■■■■■■■■
```

```
65 PRINT"□■ ■    |1|    |2|   |3|    ■ "
70 PRINT"□■ ■    |■■|    |■■|   |■■|
■ ■"
75 PRINT"□■ ■▚▞■▚▞■▚▞■▚▞■
■ ■"
80 PRINT"□■ ■▞▚■▞▚■▞▚■▞▚■
■ "
85 PRINT"□■ ■    |4|    |5|   |6|    ■ "
90 PRINT"□■ ■    |■■|    |■■|   |■■|
■ ■"
95 PRINT"□■ ■▚▞■▚▞■▚▞■▚▞■
■ ";
100 PRINT"■ ▜▛▚▞▞▚▚▞▞▚▚▞▞▚
```

```
 260 POKE36875,128:FORJ=1TO1200:NEXT:PO
KE36875,0
 270 LO=LO+1:IFLO=5THEN2000
 280 GOTO195
 300 IFVAL(A$(I))<>NO(I)THEN260
 305 POKE36875,A(VAL(A$(I)))
 310 NEXTI
 320 FORI=1TO560:NEXT:POKE36875,0
 350 NU=NU+1
 360 FORI=1TO850:NEXT
 365 IFNU=10THEN195
 370 GOTO200
1000 POKE7883+CO,Z:POKE7883,81
1010 RETURN
1100 POKE7889+CO,Z:POKE7889,81
1110 RETURN
1200 POKE7894+CO,Z:POKE7894,81
1210 RETURN
1300 POKE7971+CO,Z:POKE7971,81
1310 RETURN
1400 POKE7977+CO,Z:POKE7977,81
1410 RETURN
1500 POKE7982+CO,Z:POKE7982,81
1510 RETURN
2000 POKE36879,8:PRINT"■■HAI SBAGLIATO
■5■ VOLTE"
2010 PRINT"■————————————————————"
2020 PRINT"■GIOCHI ANCORA (S/N)?"
2030 GETA$:IFA$=""THEN2030
2040 IFA$="S"THENRUN
2050 PRINT"              ■■■■CIAO!■■"
2060 END
```

ARTIGLIERE DI CODA

Le astronavi nemiche ti hanno circondato e si ingrandiscono sempre di più avvicinandosi. Punta il mirino sulla loro torretta e spara prima che possano svignarsela.

Con W sposti in alto il mirino
con A lo sposti a sinistra
con D a destra
con X lo sposti in basso
con S fai fuoco col tuo cannone fotonico

Quante ne riesci a distruggere prima che le sei astronavi oltreppassino la tua rete difensiva?

```
 5 POKE650,255
 10 POKE36879,8:PRINT"[illegible]
[illegible]+"
 15 DIMA(2),S(2):FORI=0TO2:A(I)=7680+IN
T(RND(1)*506)
 20 S(I)=1:NEXT
 25 SC=7680:CL=38400:CO=30720:X=10:Y=10
 30 S=0:PA=0
```

```
 50 FORI=0TO2
 55 GETA$:IFA$=""THEN100
 60 POKESC+Y*22+X,32:X=X+(A$="A")-(A$="
D")
 65 Y=Y+(A$="W")-(A$="X"):IFY<0THENY=0
 70 IFY>22THENY=22
 75 IFX<0THENX=0
 80 IFX>21THENX=21
 85 POKECL+Y*22+X,1:POKESC+Y*22+X,91
 100 IFA(I)=0THEN180
 105 A=A(I):POKEA,32:POKEA-1,32:POKEA+1
,32:POKEA-21,32:POKEA-23,32
 106 POKEA+21,32:POKEA+23,32
 107 IFRND(1)>.9THENS(I)=S(I)+1
 110 D=INT(RND(1)*3+21):IFRND(1)>.5THEN
D=-D
 115 A=A+D:IFA<7703THENA=A+450
 120 IFA>8162THENA=A-450
 125 A(I)=A:POKEA+CO,4:POKEA+CO-1,4:POK
EA+CO+1,4:POKEA+CO-21,4:POKEA+CO-23,4
 130 POKEA+CO+23,4:POKEA+CO+21,4
 135 ONS(I)GOTO140,145,150,160,170
 140 POKEA,46:GOTO200
 145 POKEA,87:GOTO200
 150 POKEA,87:POKEA-1,107:POKEA+1,115:G
OTO200
 160 POKEA,87:POKEA-1,107:POKEA+1,115:P
OKEA-23,85:POKEA-21,73
 165 POKEA+21,74:POKEA+23,75:GOTO200
 170 A(I)=7680+INT(RND(1)*506):PA=PA+1:
S(I)=1
 175 IFPA>5THEN1000
 176 GOTO200
 180 IFRND(1)<.9THEN200
 185 A(I)=INT(RND(1)*506)+7680:S(I)=1
 200 IFA$<>"S"THEN300
 201 POKE36878,10:FORA=255TO200STEP-1:P
OKE36877,A:NEXT:FORA=1TO100:NEXT:POKE36
877,130
 202 POKE36878,15
 205 A=CL+Y*22+X:POKEA,7:POKEA-1,7:POKE
A+21,7:POKEA+22,7
```

```
 210 POKEA-22,7:POKEA-23,7:POKEA-21,7:P
OKEA+23,7
 215 A=SC+Y*22+X:FORJ=1TO5
 220 ONJGOTO225,230,235,240,250
 225 POKEA,46:POKE36877,145:GOTO270
 230 POKEA,81:POKE36877,175:GOTO270
 235 POKEA,87:POKE36877,200:GOTO270
 240 POKEA,73:POKEA-1,85:POKEA+21,74:PO
KEA+22,75
 245 POKE36879,25:POKE36877,225:GOTO270
 250 POKEA,32:POKEA-23,85:POKEA-22,64:P
OKEA-21,73:POKE36877,250
 255 POKEA-1,93:POKEA+1,93
 260 POKEA+21,74:POKEA+22,74:POKEA+23,7
5
 265 POKE36879,42
 270 FORK=1TO25+J*10:NEXTK,J:POKE36877,
0
 275 POKE36879,8:POKECL+Y*22+X,1:POKESC
+Y*22+X,91
 280 POKEA-23,32:POKEA-22,32:POKEA-21,3
2:POKEA-1,32:POKEA+1,32
 285 POKEA+21,32:POKEA+22,32:POKEA+23,3
2
 290 FORJ=0TO2:IFA<>A(J)ANDA-1<>A(J)AND
A+21<>A(J)ANDA+22<>A(J)THEN295
 291 S=S+S(J)*10
 292 POKEA(J)-1,32:POKEA(J)-21,32:POKEA
(J)-22,32:POKEA(J)-23,32
 293 POKEA(J)+1,32:POKEA(J)+21,32:POKEA
(J)+22,32:POKEA(J)+23,32
 294 A(J)=0
 295 NEXT
 300 NEXTI:GOTO50
 1000 POKE650,0:POKE36879,27
 1005 FORI=1TO1000:NEXT:PRINT"[illegible]SEI MORTO!"
 1010 PRINT"[illegible]PUNTEGGIO"S"[illegible]"
 1015 FORI=36874TO36878:POKEI,0:NEXT
```

GUERRE STELLARI

Come nel gioco "Invasori dallo spazio", devi impedire alla flotta di astronavi nemiche di raggiungere la base dello schermo.

Se riesci a fermare la prima ondata di invasione, subito ne scenderà una seconda e poi una terza. Quanti alieni riuscirai a distruggere prima della tua inevitabile morte?

Con Z vai a sinistra
con C a destra
con M fai fuoco col laser

```
 10 POKE36879,8:PRINT"■";:C0=30720
 15 S=0:P=8174:W=0:L=1
 20 DIMA(3)
 24 PRINTTAB(10);:FORI=1TO4-L:PRINT"■■
";:NEXT
 25 FORI=0TO3:A(I)=7702+INT(RND(1)*22):
IFI<3THENS(I)=0
 30 NEXTI
 35 C1=107:C2=81:C3=115:N=4
 36 W=W+1:IFW>3THENW=1
 40 IFW=2THENC1=95:C2=98:C3=105
```

```
 45 IFW=3THENC1=32:C2=88:C3=32
 50 FORI=0TO2STEP2:K=PEEK(197):IFK=64TH
EN100
 55 POKEP-1,32:POKEP+1,32:P=P+(K=33)-(K
=34)
 60 IFP<8165THENP=8165
 65 IFP>8184THENP=8184
 70 POKEP-1+CO,3:POKEP+CO,3:POKEP+1+CO,
3
 75 POKEP-1,112:POKEP,113:POKEP+1,110
 100 FORJ=ITOI+1:IFA(J)=0THEN150
 105 POKEA(J)-1,32:POKEA(J),32:POKEA(J)
+1,32
 110 A(J)=A(J)+INT(RND(1)*3+21)
 115 IFA(J)>8163THEN1000
 120 POKEA(J)-1+CO,5:POKEA(J)+CO,1:POKE
A(J)+1+CO,5
 125 IFW=2THENPOKEA(J)-1+CO,7:POKEA(J)+
CO,2:POKEA(J)+1+CO,7
 130 IFW=3THENPOKEA(J)+CO,2
 135 POKEA(J)-1,C1:POKEA(J),C2:POKEA(J)
+1,C3
 150 NEXTJ
 155 IFK<>36THEN200
 156 POKE36878,12:FORX=255TO200STEP-1:P
OKE36877,X:NEXT
 160 FORX=P-22TO7702STEP-22:POKEX+CO,7:
IFPEEK(X)=32THEN190
 161 POKE36878,15:POKE36877,130
 165 POKE36879,40:POKEX-23+CO,1:POKEX-2
1+CO,1:POKEX+23+CO,1:POKEX+21+CO,1
 166 POKE36877,200
 170 POKEX-23,127:POKEX-21,255:POKEX,81
:POKEX+23,127:POKEX+21,255
 175 FORY=0TO3:IFA(Y)=XTHENPOKEX-1,32:P
OKEX+1,32:S=S+10*W:A(Y)=0:N=N-1
 180 IFA(Y)<>X+1ANDA(Y)<>X-1THEN185
 181 POKEX-1,32:POKEX-2,32:POKEX+1,32:P
OKEX+2,32:A(Y)=0:S=S+5*W:N=N-1
 185 NEXTY:POKEX-23,32:POKEX-21,32:POKE
X+23,32:POKEX+21,32:POKE36879,8
 186 POKE36877,230
```

```
 190 POKEX,93:NEXTX:FORX=P-22TO7702STEP
-22:POKEX,32:NEXT
 195 POKE36877,0
 200 NEXTI:PRINT"[illegible]PUNTI"S:IFN>0THEN50
 205 GOTO25
 1000 FORI=1TO1000:NEXT:L=L+1:IFL<4THEN
W=0:PRINT"[illegible]";:GOTO24
 1001 POKE198,0
```

FLOTTA SPAZIALE

Muoviti rapidamente nel cielo e annienta l'astronave extraterrestre prima che ti distrugga. Se entri in collisione con essa, la tua astronave comincerà a precipitare finchè, una volta ferma, il gioco è terminato. Alla morte degli alieni sentirai il lamento delle forze di rimpiazzo che convergono nella zona di combattimento per prendere il loro posto.

Con W muovi la tua astronave verso l'alto
con A inverti la sua direzione
con D la dirigi verso destra
con X l'abbassi
con S puoi sparare al nemico col laser.

```
 5 POKE650,255
 10 PRINT"■":POKE36879,8:FORI=8164TO8185:POKEI+30720,5:POKEI,104:NEXT
 15 X=5:Y=10:D=1:S=0:SC=7680:CL=38400:R=1
 20 DIMX(5),Y(5):FORI=0TO5:X(I)=99:NEXT
 50 FORI=0TO5:GETA$:IFA$=""ANDD=0THENPOKE36877,0:GOTO100
```

```
 51 POKE36878,2:POKE36877,240
 55 POKESC+Y*22+X,32:X=X+D/R
 60 D=D+(A$="A")-(A$="D"):IFD>1THEND=1
 65 IFD<-1THEND=-1
 70 Y=Y+(A$="W")-(A$="X")
 75 IFX<0THENX=21
 80 IFY<0THENY=0
 85 IFX>21THENX=0
 90 IFY>21THENY=21
 95 POKECL+Y*22+X,3:C=107:IFD=-1THENC=1
15
 96 IFPEEK(SC+Y*22+X)=32THEN99
 97 R=R+1:POKE36876,250:FORL=1TO200:NEX
T:POKE36876,0
 98 POKECL+Y*22+X,2:IFR>3THEN1000
 99 POKESC+Y*22+X,C
 100 IFA$<>"S"THEN200
 101 POKE36878,9:FORD1=255TO230STEP-1:P
OKE36877,D1:NEXT
 105 D1=D:IFD1=0THEND1=1
 110 X1=INT(X)
 115 X1=X1+D1:POKECL+Y*22+X1,7:P=PEEK(S
C+Y*22+X1):IFP=32THEN150
 120 FORJ=0TO5:IFY=Y(J)ANDX1=X(J)THENX(
J)=99:S=S+10
 125 NEXTJ
 130 POKE36878,15:POKE36877,130
 145 GOTO155
 150 POKESC+Y*22+X1,64:IFX1<21ANDX1>0TH
EN115
 155 FORX2=INT(X)+D1TOX1STEPD1:POKESC+Y
*22+X2,32:NEXT
 160 POKE36877,0
 200 IFX(I)=99THEN250
 205 POKESC+Y(I)*22+X(I),32:IFRND(1)<.4
THEN225
 210 Y(I)=Y(I)+(Y(I)>Y)-(Y(I)<Y)
 215 X(I)=X(I)+(X(I)>X)-(X(I)<X)
 220 GOTO246
 225 X(I)=X(I)+INT(RND(1)*3-1):Y(I)=Y(I
)+INT(RND(1)*3-1)
 230 IFX(I)<0THENX(I)=21
 235 IFY(I)<0THENY(I)=0
```

```
 240 IFX(I)>21THENX(I)=0
 245 IFY(I)>21THENY(I)=21
 246 IFY(I)=YANDX(I)=INT(X+.5)THENR=R+1
:POKECL+Y*22+X,2:IFR>3THEN1000
 247 POKECL+Y(I)*22+X(I),4:POKESC+Y(I)*
22+X(I),88
 250 IFX(I)<>99ORRND(1)<.9THEN255
 251 X(I)=INT(RND(1)*22):Y(I)=INT(RND(1
)*21)
 252 POKE36878,15:FORL=250TO150STEP-1:P
OKE36876,L:NEXT:POKE36876,0
 255 NEXTI:GOTO50
 1000 POKE650,0:POKE36878,0:POKE36877,0
 1005 FORI=1TO1000:NEXT:PRINT"[illegible]
[illegible]PUNTI"S
```

LABIRINTO TRIDIMENSIONALE

Trova la giusta direzione all'interno del labirinto per trovare e raggiungere la stanza numero 25 nel minor tempo possibile.

I corridoi sono in grafica tridimensionale.

Col cursore di destra giri a destra, col cursore di sinistra invece giri a sinistra. Il tasto RETURN ti fa avanzare, se c'è un varco nella parete che ti sta di fornte.

Riuscirci in meno di un minuto è davvero un buon risultato.

```
 10 POKE36879,8
 15 DIMM$(50,4):FORI=1TO50
 20 IFI>1THENM$(I,4)=M$(I-1,2):IFI>5THE
NM$(I,3)=M$(I-5,1)
 25 M$(I,1)=STR$(INT(RND(1)*2)):M$(I,2)
=STR$(INT(RND(1)*2))
 30 IFI=1THENM$(I,3)="0":M$(I,4)="0"
 40 NEXTI:TI$="000000"
 45 P=INT(RND(1)*50+1):IFP=25THEN45
```

```
 50 F=VAL(M$(P,1)):R=VAL(M$(P,2)):B=VAL
(M$(P,3)):L=VAL(M$(P,4))
 60 D=1
 75 IFP=25THEN5000
 80 GOSUB1000
 85 GETA$:IFA$=""THEN85
 90 IFA$<>"▌"ANDA$<>"▐"THEN150
 95 IFA$="▌"THEN120
 100 EX=F:F=L:L=B:B=R:R=EX
 105 D=D-1:IFD<1THEND=4
 110 GOSUB1000:GOTO150
 120 EX=F:F=R:R=B:B=L:L=EX
 125 D=D+1:IFD>4THEND=1
 130 GOSUB1000
 150 IFA$<>CHR$(13)THEN85
 160 IFF=0THEN85
 165 P=P+((D=3)-(D=1))*5+(D=4)-(D=2)
 170 IFP>50THENP=P-50
 175 IFP<1THENP=P+50
 180 GOTO50
 1000 PRINT"▐▄▄▄
```

```
 1065 PRINT"    ▒▒▒  ▒▒ |"
 1070 PRINT"▒▒▒STANZA"P:RETURN
 5000 FORI=1TO1000:NEXT:PRINT"▒▒▒▒▒▒▒▒▒
▒▒▒▒▒OK BRAVO!▒"
 5005 PRINT"▒▒▒CE L'HAI FATTA DA SOLO▒
"
 5010 PRINT"▒▒  TEMPO IMPIEGATO▒"
 5015 T=VAL(TI$):H=INT(T/10000):M=INT((
T-H*10000)/100):S=T-H*10000-M*100
 5020 PRINTH"ORE▒"
 5025 PRINTM"MINUTI E▒":PRINTS"SECONDI"
```

BRANDS HATCH

Misura la tua abilità in pista cercando di evitare la collisione con i trenta bolidi o con le barriere laterali.

Cerca di terminare la corsa senza romperti la testa o danneggiare l'auto. Avrai così una valutazione della tua prestazione.

Troverai le istruzioni per la corsa direttamente nel programma.

```
 0 C=12:H=0:PRINTCHR$(28)"■■■■ *** BRAN
DS HATCH *** ■"
 1 PRINT"■■■          ■VUOI LE■":PRINT"   I
STRUZIONI (■S■/■N■)";:INPUTA$
 2 IFA$="S"THENGOSUB2000
 3 GOSUB2090:POKE36879,92:POKE650,128:P
OKE36878,15:POKE36874,128:GOTO7
 4 PRINT"■":FORI=1TO23
 5 PRINT"      ■■■■■              ■■"
 6 NEXTI:RETURN
 7 GOSUB4
 10 FORL=1TO30
 25 A=7+INT(RND(1)*7)
 70 PRINT"■■■■■
```

```
 266 IFH>4ANDH<11THENPRINT"■■■■***PIVEL
LINO***"
 270 IFH>10THENPRINT"■■■***HA,HA,HA!!**
*"
 275 PRINT;
 280 POKE650,0
 290 GOTO500
 300 PE=0:PE=PEEK(7812+C)+PEEK(7835+C)+
PEEK(7814+C)
 330 IFPE=96THENRETURN
 400 POKE36879,136:POKE36877,240:FORI=2
51TO180:POKE36876,I
 401 FORI1=1TO200:NEXTI1,I
 402 PRINT"■■■■"TAB(C)"    ":PRINTTAB(C-
1)"■■■■  ┬"
 403 PRINTTAB(C-1)"■■ "CHR$(28)"o ■ |"
 407 PRINTTAB(C-1)"■■■■  ┴"
 410 POKE36876,0:POKE36877,140:FORI=15T
O0STEP-1:POKE36878,I:FORI1=1TO100:NEXTI
1,I
 430 POKE36877,0:POKE36878,15:POKE36874
,128:POKE36879,92:GOSUB4:H=H+1:RETURN
 500 POKE36874,0:FORI=1TO800:NEXTI:PRIN
T"■■■■":PRINT"■■■■■■■■■■FINISH■■"
 510 FORI=1TO8
 520 READA(I)
 530 NEXTI
 550 DATA223,227,230
 560 DATA231,234,236
 570 DATA238,239
 580 FORI=0TO8STEP2:POKE36875,A(I):GOSU
B700:NEXTI
 590 FORI=1TO8STEP2:POKE36875,A(I):GOSU
B700:NEXTI
 600 FORI=8TO1STEP-1:POKE36875,A(I):GOS
UB700:NEXTI:PRINT"■■":POKE36878,0:POKE3
6875,0
 620 POKE650,0:POKE36874,0:POKE36879,27
:POKE198,0:END
 700 FORI1=1TO350:NEXT:RETURN
 1000 POKE36877,213:POKE36875,208:FORJ=
1TO750:NEXTJ:POKE36875,0:POKE36877,0:H=
H+1
 1010 IFC<7THENC=7
```

```
 1020 IFC>14THENC=14
 1030 GOSUB4:RETURN
 2000 PRINT"DEVI SUPERARE 30 AUTO:P
IU' ALTO E' IL LIVEL-LO DI DIFFICOLTA',
"
 2010 PRINT"TANTO PIU'ALTA E' LA
VELOCITA'
 2015 PRINT"----------------------"
 2035 INPUT"PREMI RETURN";A$:PRINT"
"
 2040 PRINT"----------------------":PRI
NT" CON 2 VAI A SINISTRA  CON M VAI
 A DESTRA."
 2045 PRINT"----------------------"
 2050 PRINTCHR$(28)"LA CIFRA IN ALTO A
 SI-NISTRA INDICA IL N. DI AUTO SORPASS
ATE,"
 2060 PRINT"QUELLA A DESTRA IL N.
  DI CRASH."
 2070 PRINT"TI SCHIANTI SE URTI   CON
 LA RUOTA UN'AUTO  CHE TI VIENE INCONTR
O"
 2080 PRINT"O URTI COL BORDO DELLASTRAD
A.":INPUT"PREMI RETURN";A$:PRINT"":RET
URN
 2090 PRINT"   DIFFICOLTA'":PRINT"
(1-DIFFICILE 9-FACILE)"
 2100 INPUT"";DI:PRINT""
 2110 IFDI<1ORDI>9THEN2100
 2120 RETURN
```

SAETTA DI FUOCO

Una freccia ad alta energia discende dal cielo.

Bisogna costruire una parete col cursore facendo in modo che la saetta l'attraversi. Se colpisce la parete si guadagnano preziosi punti.

Attenzione, se si sorpassa la propria orbita o quella della cometa, si perde una delle cinque "vite" a disposizione. Inoltre la cometa può far fuoco col suo raggio laser, aprendosi un varco nella parete e magari attentando ad una delle tue vite.

Con W muovi il cursore verso l'alto
con A verso sinistra
con D a destra
con X in basso.

```
 5 HI=0
 10 S=0:CO=30720:SP=3:LI=5:F=0
 15 POKE36879,8:P=7910
 20 PRINT"■":FORI=8164TO8185:POKEI+CO,5
:POKEI,160:NEXT
 25 L=7680+INT(RND(1)*22)
 30 D=INT(RND(1)*3-1):IFD=0ORRND(1)>.5T
HEND=D+22
```

```
 35 C=93:IFD=21THENC=78
 40 IFD=23THENC=77
 45 IFD<20THENC=64
 50 POKEL+CO,3:POKEL,C
 55 L=L+D:IFL>8163THENS=S-10:GOTO20
 56 IFL<7680THENL=L+22
 57 IFPEEK(L)=160THENS=S+50:GOTO30
 60 POKEL+CO,7:POKEL,81
 61 FORI=1TOSP
 65 K=PEEK(197):IFK<>17ANDK<>18ANDK<>9A
NDK<>26THEN100
 70 POKEP+CO,4:POKEP,160:P=P+(K=17)-(K=
18)+((K=9)-(K=26))*22
 71 S=S+1
 75 IFP>8164THENP=P-22:S=S-1
 80 IFP<7680THENP=P+22:S=S+1
 85 IFPEEK(P)=32THEN90
 86 LI=LI-1:POKEP+CO,7:POKEP,42
 87 POKE36876,240:POKE36878,10:FORLI=1T
O100:NEXT:POKE36876,0
 88 GOTO100
 90 POKEP+CO,2:POKEP,91
 100 NEXT
 105 IFS>1000THENSP=2
 110 IFS>5000THENSP=1
 115 IFRND(1)<.95THEN200
 116 POKE36878,12:FORE=255TO210STEP-1:P
OKE36877,E:NEXT
 120 B=L:E=INT(RND(1)*3-1):IFP<BTHENE=E
-22
 125 IFP>BTHENE=E+22
 130 IFABS(E)<20THENE=22
 135 B=B+E:B1=B:C1=93:IFABS(E)=23THENC1
=77
 140 IFABS(E)=21THENC1=78
 145 IFABS(E)=1THENC1=64
 160 IFB>8163THEN180
 161 IFB<7680THEN180
 162 POKEB+CO,7:POKEB,81
 165 IFB<>PTHEN170
 166 LI=LI-1:POKE36876,175:POKE36878,15
:FORL1=1TO100:NEXT:POKE36876,0:GOTO180
 170 POKEB+CO,5:POKEB,C1
 175 B=B+E:GOTO160
```

```
 180 B=B-E:FORI=B1TOBSTEPE:POKEI,32:NEX
T:POKE36877,0
 200 IFS<-10THEN1000
 205 IFS>1000ANDF=0THENLI=LI+1:F=1
 210 IFS>5000ANDF=1THENLI=LI+1:F=2
 215 IFS>10000ANDF=2THENLI=LI+1:F=3
 220 IFLI<1THEN1000
 225 IFRND(1)>.7THEN30
 230 GOTO50
 1000 FORI=1TO2000:NEXT:PRINT"[illegible]
PUNTI"S
 1005 IFS>HITHENHI=S:PRINT:PRINT"[illegible]  HAI
 REALIZZATO IL     MIGLIOR PUNTEGGIO !":
GOTO1020
 1010 PRINT:PRINT:PRINT"[illegible]PUNT.MAX"HI
 1020 PRINT:PRINT"[illegible]GIOCHI ANCORA?"
 1025 GETA$:IFA$="Y"THEN10
 1030 IFA$<>"N"THEN1025
 1035 PRINT:PRINT"[illegible]       [illegible]CIAO![illegible]"
 1050 POKE198,0
```

UOVA SPAZIALI

Misteriose uova piovono giù dal cielo, liberando a contatto col suolo dei grossi uccelli.

Cosa sono queste strane creature?

Le nuvole contengono un prezioso minerale di cui la tua compagnia cerca di impossessarsi.

Disgraziatamente, gli uccelli di questo pianeta si nutrono proprio di questa sostanza e il tuo compito è allora quello di impedire che essi divorino tutto, annientandoli.

Appena gli uccelli raggiungono le nuvole, mangiando parte del minerale, subito sganciano altre uova.

Cerca allora di distruggerli prima che possano raggiungere le nuvole.

Con Z sposti il fucile a sinistra
con C a destra
con M fai fuoco.

```
 5 PRINT"■■■ DIFFICOLTA'";:INPUTLE:LE=L
E-1
 6 IFLE<0ORLE>5THEN5
 10 POKE36879,8:PRINT"■":CO=30720:G=814
3
```

```
 15 DIMB(5),D(5):CL=22:SC=0
 18 FORI=7680TO7701:POKEI+CO,3:POKEI,90
:NEXT
 19 FORWA=0TOLE
 20 FORI=0TOWA:B(I)=7702+INT(RND(1)*22)
:D(I)=21+INT(RND(1)*3)
 25 NEXTI
 35 FORI=8164TO8185:POKEI+CO,5:POKEI,16
0:NEXT
 40 POKEG-1,112:POKEG,113:POKEG+1,110
 44 NA=WA+1
 45 FORJ=1TO2
 50 FORI=0TOWA
 55 IFB(I)=0THEN150
 60 POKEB(I),32:IFD(I)>0THEN70
 65 POKEB(I)-1,32:POKEB(I)+1,32:POKEB(I
)-22,32:POKEB(I)-43,32:POKEB(I)-45,32
 66 POKEB(I)-23,32:POKEB(I)-21,32:POKEB
(I)-44,32
 67 IFD(I)>0ANDPEEK(B(I))<>32THEND(I)=I
NT(RND(1)*3-23)
 70 B(I)=B(I)+D(I):IFB(I)>8163THEND(I)=
INT(RND(1)*3-23):B(I)=B(I)+D(I)
 71 IFD(I)>0ORB(I)>=7746THEN76
 72 IFPEEK(B(I)-44)=32THEN74
 73 POKEB(I)-44,32:CL=CL-1
 74 D(I)=INT(RND(1)*3+21):B(I)=INT(RND(
1)*22+7702)
 75 IFD(I)<0THEN100
 76 IFD(I)<0THEN100
 85 POKECO+B(I),7:POKEB(I),81
 90 GOTO150
 100 POKEB(I)+CO,7:POKEB(I)-1+CO,7:POKE
B(I)+1+CO,7:POKEB(I)-22+CO,6
 105 POKEB(I)-23+CO,5:POKEB(I)-21+CO,5:
POKEB(I)-44+CO,2
 106 POKEB(I)-43+CO,5:POKEB(I)-45+CO,5
 110 POKEB(I),113:POKEB(I)-1,85:POKEB(I
)+1,73:POKEB(I)-22,102
 115 POKEB(I)-44,88
 120 ONJGOTO125,135
 125 POKEB(I)-23,105:POKEB(I)-21,95
 130 GOTO150
 135 POKEB(I)-45,95:POKEB(I)-43,105
```

```
 150 IFCL<5THEN1000
 160 K=PEEK(197):IFK<33ORK>34THEN200
 165 POKEG-1,32:POKEG,32:POKEG+1,32:G=G
+(K=33)-(K=34)
 170 IFPEEK(G-1)<>32ORPEEK(G)<>32ORPEEK
(G+1)<>32THEN1010
 171 IFG<8143THENG=8143
 172 IFG>8161THENG=8161
 175 POKEG-1+CO,1:POKEG+CO,1:POKEG+1+CO
,1
 180 POKEG-1,112:POKEG,113:POKEG+1,110
 200 IFK<>36THEN250
 201 POKE36878,15:FORL1=255TO230STEP-1:
POKE36877,L1:NEXT
 204 X=G-22
 205 POKEX+CO,7
 210 IFPEEK(X)<>32THENGOSUB300:GOTO220
 211 POKEX,93
 215 X=X-22:IFX>7679THEN205
 216 X=X+22
 220 FORY=G-22TOXSTEP-22:POKEY,32:NEXT
 225 POKE36877,0
 250 NEXTI,J:IFNA>0THEN45
 255 NEXTWA
 260 WI=1:GOTO1015
 300 IFPEEK(X)=90THENCL=CL-1:POKEX,87:G
OSUB450:RETURN
 305 POKEX+CO,4:POKEX+CO,4:POKEX+CO+21,
4:POKEX+CO+23,4
 310 POKEX+CO-23,4:POKEX+CO-21,4
 315 POKEX,209:POKEX+21,255:POKEX+23,12
7
 320 POKEX-23,127:POKEX-21,255
 330 FORY=0TOWA:IFB(Y)<>XORD(Y)<0THEN34
0
 335 IFRND(1)>.7THENB(Y)=0:NA=NA-1:SC=S
C+25:GOSUB400:GOTO340
 336 D(Y)=INT(RND(1)*3-23):GOSUB450:GOT
O345
 340 IFB(Y)<>XORD(Y)>0THEN345
 341 SC=SC+50:B(Y)=0:NA=NA-1:GOSUB400
 342 POKEX-1,32:POKEX+1,32:POKEX-22,32:
POKEX-23,32:POKEX-21,32
```

```
 343 POKEX-44,32:POKEX-43,32:POKEX-45,3
2
 345 NEXTY
 350 POKEX+21,32:POKEX+23,32:POKEX-23,3
2:POKEX-21,32
 355 RETURN
 400 POKE36878,15:POKE36876,200:FORL1=2
50TO150STEP5
 405 POKE36877,L1:FORL2=150TO190:POKE36
876,L2:NEXTL2,L1
 410 POKE36876,0:POKE36877,0
 415 RETURN
 450 POKE36878,10:POKE36875,145:FORL1=2
20TO255
 455 POKE36877,L1:POKE36875,455-L1:NEXT
 460 POKE36875,0:POKE36877,0
 465 RETURN
 1000 WI=2
 1005 GOTO1015
 1010 WI=3
 1015 FORI=1TO1000:NEXT
 1020 PRINT"PUNTI"SC
 1025 IFWI=1THENPRINT"HAI FERMATO LO
STORMO"
 1030 IFWI=2THENPRINT"   GLI UCCELLI
HANNO  DIVORATO LE NUVOLE"
 1035 IFWI=3THENPRINT"TI SEI SCONTRATO
 CON         UN VOLATILE"
 1040 POKE198,0:END
```

XYLOID

Digita questo programma e dagli il RUN.

Lascia che il computer rallegri la tua vita con un disegno pieno di colori. È incredibile quante cose sappia fare il VIC.

Questo programma fa uso di una routine grafica elaborata da Paul Williams.

```
 1 DIMS(15),T(255):FORT=0TO15:READS(T):
T(S(T))=T:NEXTT:T=0
 2 DATA32,123,126,97,108,98,127,252,124
,255,226,236,225,254,251,160
 5 POKE36879,8:PRINT"■"
 10 X=-10:Y=10:CL=INT(RND(1)*7+1)
 15 DY=INT(RND(1)*3-1):DX=INT(RND(1)*3-
1)
 20 X=X+DX:Y=Y+DY:GOSUB1000
 25 X=X+20:GOSUB1000:Y=Y-24:GOSUB1000
 30 X=X-20:GOSUB1000:Y=Y+24
 35 IFRND(1)>.9THENDY=INT(RND(1)*3-1):D
X=INT(RND(1)*3-1):CL=INT(RND(1)*7+1)
```

```
 40 IFX<-19ORX>0THENDX=-DX
 45 IFY<1ORY>20THENDY=-DY
 50 GOTO20
 1000 S=7911+(X/2)-INT(Y/2)*22:C=S+3072
0
 1010 POKES,S(T(PEEK(S))OR(2↑((X/2-INT(
X/2))*4+((Y/2-INT(Y/2))*2)↑2)))
 1015 POKEC,CL:RETURN
```

GOMOKU

Una versione per il VIC dell'antico gioco orientale.

I livelli 3 e 4 sono i più difficili, con gli altri puoi vincere facilmente. Inserisci i movimenti nella forma: coordinata X virgola coordinata Y. Ad esempio 2,3.

Cerca di porre cinque pietre su una fila prima che lo faccia il tuo avversario. ATTENZIONE questo programma richiede alcuni minuti per elaborare la mossa.

```
 1 GOSUB1000
 5 GOSUB200
 6 GOSUB100:GOTO67
 10 HI=0:W=0
 11 GC=GC+1
 15 Y=1
 16 X=1
 17 IFW<>0THEN500
 20 IFB%(Y,X)<>0ORF=1THEN65
 21 DF=-5
 22 HL=5:IFGC<5THENHL=GC
 25 TH=0:FORL=HLTOLESTEP-1:FORP=-1TO1ST
EP2
 30 IFTH<>0THEN55
 35 FORD=0TO7:IFX%(D)*L+X<1ORX%(D)*L+X>
10THEN50
 40 IFY%(D)*L+Y<1ORY%(D)*L+Y>10THEN50
 41 IFTH<>0THEN50
 45 GOSUB2000
 50 NEXTD
 55 NEXTP,L
 60 IFABS(TH)>ABS(HI)THENHI=TH:HY=Y:HX=
X
 61 IFABS(TH)=HITHENHI=TH:HY=Y:HX=X
 65 X=X+1:IFX<11THEN20
 66 Y=Y+1:IFY<11THEN16
 67 IFHI=0THENGOSUB100
 71 B%(HY,HX)=-1:P=-1
 72 GOSUB5000
 75 INPUTHX,HY:P=1
 76 IFHX<1ORHX>10ORHY<1ORHY>10THEN75
 77 IFB%(HY,HX)<>0THEN75
 79 GOSUB5000
 80 B%(HY,HX)=1:PRINT"OK"
 85 GOTO10
 100 C=0
 105 HY=INT(RND(1)*10+1):HX=INT(RND(1)*
10+1)
 110 C=C+1
 111 IFC>400THENW=1:GOTO500
 115 IFB%(HY,HX)<>0THEN105
 120 HI=9:RETURN
```

```
 200 PRINT"▯   12345678910":FORI=1TO10:
PRINTI;
 205 IFI<10THENPRINT" ";
 210 PRINT"▮▮▮▮▮▮▮▮▮▮▮▮"
 215 NEXTI:RETURN
 500 IFW=-1THENGOSUB5000:PRINT"HO VINTO
!"
 505 IFW=1THENPRINT"HAI VINTO!"
 510 END
 1000 PRINT"▯▮       ▮▮GO-MOKU▮▮▮▮"
 1005 Y%(0)=-1:X%(0)=0:Y%(1)=-1:X%(1)=1
:Y%(2)=0:X%(2)=1
 1010 Y%(3)=1:X%(3)=1:Y%(4)=1:X%(4)=0:Y
%(5)=1:X%(5)=-1
 1015 Y%(6)=0:X%(6)=-1:Y%(7)=-1:X%(7)=-
1
 1020 PRINT" DIFFICOLTA' (1-4)";:INPUTL
E:IFLE<1ORLE>4THEN1020
 1025 LE=5-LE:GC=0
 1030 PRINT"▯":RETURN
 2000 NP=0:DI=1
 2005 IFB%(Y+Y%(D)*DI,X+X%(D)*DI)=PTHEN
NP=NP+1
 2010 IFNP<DITHEN2025
 2015 DI=DI+1:IFDI<=LTHEN2005
 2020 IFNP<>LTHEN2025
 2021 TH=NP*P:IFP=1AND(D-4=DF OR DF-4=D
)THENTH=TH+2
 2022 IFNP=4ANDP=-1THENW=P
 2023 IFNP=5ANDP=1THENW=P
 2025 IFNP>0ANDP=1THENDF=D
 2030 RETURN
 5000 CO=81:CL=0:IFP=1THENCL=6:CO=87
 5005 POKE38400+HY*22+HX+2,CL:POKE7680+
HY*22+HX+2,CO
 5010 PRINT"▯▯▯
```

ATTERRAGGIO LUNARE

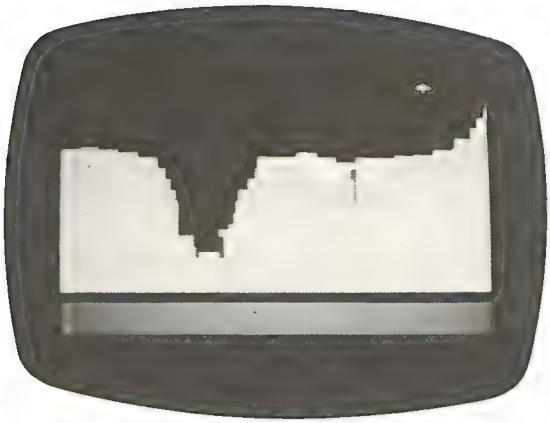
Scegli uno dei tre luoghi d'atterraggio e guida il tuo fragile modulo lunare fino ad un sicuro atterraggio. Si guadagna un diverso numero di punti a seconda del tipo di luogo. In particolare verranno assegnati metà punti se l'atterraggio risulterà difficoltoso, nessuno per un urto.

Con Z ci si muove a sinistra
con C a destra
con M si solleva il modulo.

Il movimento continua finchè non viene invertito dalla forza di gravità o da una spinta in senso contrario.

Avvicinandoci al punto di atterraggio di colpo la visuale si restringe alla base interessata. I punti di atterraggio sono rappresentati da linee verdi nell'immagine a largo campo.

Sei capace di atterrare nel luogo più impervio per 150 punti?.



```
 10 SC=7680:CO=38400:S=0
 15 POKE36879,8:DY=0:DX=.1:Y=0:X=0
 20 PRINT"[illegible]"
 24 PRINT"[illegible]"
 25 PRINT"[illegible]"
 30 PRINT"[illegible]"
 35 PRINT"[illegible]"
 40 PRINT"[illegible]
"
 45 PRINT"[illegible]"
 50 PRINT"[illegible]"
 55 PRINT"[illegible]"
 60 PRINT"[illegible]"
 65 PRINT"[illegible]"
 70 PRINT"[illegible]"
 75 PRINT"[illegible]"
 80 PRINT"[illegible]"
 85 PRINT"[illegible]"
 90 PRINT"[illegible]
                    "
 95 FORI=8120TO8185:POKEI+30720,2:POKEI
,160:NEXT
 99 PRINT"[illegible]"
 100 POKESC+INT(Y)*22+X,32
 105 Y=Y+DY:X=X+DX:IFX>21THENX=0
 110 IFX<0THENX=21
 115 IFY<0THENY=0
 116 IFPEEK(SC+INT(Y)*22+X)<>32THEN1000
 117 IFY>10ANDX<10THEN200
 118 IFY>5ANDX>=10.5ANDX<=16THEN400
 120 POKECO+INT(Y)*22+X,3
 125 POKESC+INT(Y)*22+X,88
 130 DY=DY+.02:K=PEEK(197)
 135 DY=DY+(K=36)/8+((K=33)+(K=34))/20
 140 DX=DX+((K=34)-(K=33))/10
 145 GOTO100
 200 Y1=Y:X1=X:Y=0:X=(X-5)*4+INT(RND(1)
*6):PO=100
```

```
 205 PRINT"[illegible]
 210 PRINT"[illegible]
 215 PRINT"[illegible]
 220 PRINT"[illegible]
 225 PRINT"[illegible]
 230 PRINT"[illegible]
 235 PRINT"[illegible]
 240 PRINT"[illegible]
 245 PRINT"[illegible]
 250 PRINT"[illegible]
"
 255 PRINT"[illegible]
"
 260 PRINT"[illegible]
"
 265 PRINT"[illegible]
 270 PRINT"[illegible]
 275 PRINT"[illegible]
 280 PRINT"[illegible]
 285 PRINT"[illegible]
"
 290 PRINT"[illegible]
 295 PRINT"[illegible]
 300 PRINT"[illegible]
 305 PRINT"[illegible]
    "
 310 PRINT"[illegible]
   "
 315 FORI=8163TO8185:POKEI+30720,4:POKE
I,160:NEXT:PRINT"[illegible]"
 320 P=SC+INT(Y)*22+X:POKEP,32:POKEP+22
,32:POKEP+23,32:POKEP+21,32
 325 X=X+DX:Y=Y+DY
 326 IF(Y<0ANDDY<-.5)ORX<10RX>20THENY=Y
1-1:X=X1:GOTO20
 327 IFY<0THENY=0
 329 P=SC+INT(Y)*22+X
 330 IFPEEK(P+21)=104ORPEEK(P+22)=104OR
PEEK(P+23)=104THEN800
 335 IFPEEK(P)<>32ORPEEK(P+21)<>32ORPEE
K(P+22)<>32ORPEEK(P+23)<>32THEN1000
```

```
 340 P=P-SC:POKEP+CO,3:POKEP+CO+21,3:PO
KEP+22+CO,3:POKEP+CO+23,3
 345 P=P+SC:POKEP,81:POKEP+21,85:POKEP+
22,249:POKEP+23,73
 350 DY=DY+.02:K=PEEK(197)
 355 DY=DY+(K=36)/8+((K=33)+(K=34))/20
 360 DX=DX+((K=34)-(K=33))/10
 365 GOTO320
 400 Y1=Y:X1=X:Y=0:X=(X-8)*2+INT(RND(1)
*7-3):PO=50
 405 PRINT"[illegible]
        [illegible] "
 410 PRINT"[illegible]"
 415 PRINT"[illegible]"
 420 PRINT"[illegible]"
 425 PRINT"[illegible]"
 430 PRINT"[illegible]"
 435 PRINT"[illegible]"
 440 PRINT"[illegible]"
 445 PRINT"[illegible]"
 450 PRINT"[illegible]"
 455 PRINT"[illegible]"
 460 PRINT"[illegible]"
 465 PRINT"[illegible]"
 470 PRINT"[illegible]"
 475 PRINT"[illegible]"
 480 PRINT"[illegible]"
 485 PRINT"[illegible]"
 490 PRINT"[illegible]
   "
 495 PRINT"[illegible]
   "
 500 FORI=7897TO8185:POKEI+30720,4:POKE
I,160:NEXT:PRINT"[illegible]":POKE8174,101:POKE81
75,229
 505 GOTO320
 800 IFPEEK(P+21)<>104ORPEEK(P+22)<>104
ORPEEK(P+23)<>104THEN1000
 803 IFY>7ANDPO=50THENPO=150
 804 IFABS(DX)>.5ORABS(DY)>.6THEN1000
 805 IFABS(DX)>.2ORABS(DY>.35)THEN850
 807 S=S+PO
```

```
 810 PRINT"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒OK BRAVO!
"
 815 GOTO900
 850 PRINT"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒ATTERRAGGI
O DURO"
 855 S=S+PO/2
 900 PRINT"▒▒▒▒▒▒▒PUNTI"S"▒"
 905 POKE36878,7:FORI=150TO255:POKE3687
6,I:NEXT:POKE36876,0:POKE36878,0:GOTO10
15
 1000 POKECO+INT(Y)*22+X,7:POKESC+INT(Y
)*22+X,42:POKE36879,24
 1010 POKE36877,220:FORI=15TO0STEP-.08:
POKE36878,I:NEXT:POKE36877,0
 1015 POKE198,0
```

BASE MISSILISTICA

In qualità di supremo comandante dei sistemi di difesa della Terra, devi impedire ai missili di invasione di raggiungere il suolo.

Sposta il mirino sullo schermo e lancia i tuoi missili per intercettare al momento giusto quelli nemici.

Sta attento però, hai solo un numero limitato di proiettili.

Il gioco terminerà se sarai riuscito ad arrestare l'invasore o se sei missili avranno raggiunto il suolo.

Con W sposti in alto il mirino
con A lo sposti a sinistra
con D a destra
con X in basso
con S lanci il missile.

La Terra è nelle tue mani.

```
 1 POKE36879,8
 5 PRINT"▒▒***BASE MISSILISTICA**":PRIN
T:PRINT"▒ DIFFICOLTA' (2-7)";
 6 INPUTSK:IFSK<2ORSK>7THEN5
```

```
 10 PRINT"□":SH=0:FORI=8142TO8163:POKEI
,160:POKEI+30720,5:NEXT
 15 P=-1:CO=30720:X=10:Y=11:CI=0:SC=0
 20 FORW=1TOSK:NO=-1:P=-1:SH=0:MI=15+IN
T(SK/2)
 22 FORI=0TO5:P%(I)=0:X%(I)=10:Y%(I)=19
:NEXTI
 25 FORI=8164TO8185:POKEI+CO,5:POKEI,16
0:NEXTI:POKE38849,3:POKE38850,3:POKE388
51,3
 26 POKE8129,112:POKE8130,113:POKE8131,
110
 30 FORI=0TOW:M%(I)=7680+INT(RND(1)*22)
:S%(I)=M%(I):D%(I)=INT(RND(1)*3+21)
 35 NEXTI
 50 IFSK>4THEN53
 51 FORI=0TOSK:GOTO54
 53 FORI=0TOW
 54 IFM%(I)=0ORI>WTHEN100
 55 GR=0:C=93
 56 IFD%(I)=21THENC=78
 57 IFD%(I)=23THENC=77
 58 POKEM%(I)+CO,7:POKEM%(I),C
 59 M%(I)=M%(I)+D%(I):IFM%(I)<8186THEN6
5
 60 GOSUB2000:M%(I)=7680+INT(RND(1)*22)
:S%(I)=M%(I):D%(I)=INT(RND(1)*3+21):GOT
O100
 65 IFPEEK(M%(I))<>32THENGOSUB1000:IFGR
=1THEN100
 70 POKEM%(I)+CO,2:POKEM%(I),42
 100 K=PEEK(197):IFK=64ORK=41THEN150
 101 IFSH=1AND(K=17ORK=18ORK=9ORK=26)TH
ENSH=0:GOTO110
 105 POKE7680+Y*22+X,32
 110 X=X+(K=17)-(K=18)
 115 Y=Y+(K=9)-(K=26)
 120 IFX<0THENX=0
 125 IFX>21THENX=21
 130 IFY<1THENY=1
 135 IFY>19THENY=19
 140 POKE38400+Y*22+X,3:POKE7680+Y*22+X
,91
```

```
 150 IFP=-1THEN205
 155 FORJ=0TO5:IFP%(J)=0THEN200
 160 POKE7680+Y%(J)*22+X%(J),32
 165 Y%(J)=Y%(J)+(Y%(J)>TY%(J))-(Y%(J)<
TY%(J))
 170 X%(J)=X%(J)+(X%(J)>TX%(J))-(X%(J)<
TX%(J))
 175 IFX%(J)=TX%(J)ANDY%(J)=TY%(J)THENG
OSUB3000:GOTO200
 180 POKE38400+Y%(J)*22+X%(J),7:POKE768
0+Y%(J)*22+X%(J),46
 200 NEXTJ
 205 IFK<>41THEN220
 210 IFP=5ORP=-2THEN220
 211 IFP%(P+1)=1THENP=P+1:GOTO217
 215 P=P+1:P%(P)=1:TX%(P)=X:TY%(P)=Y:SH
=1:POKE38400+X+Y*22,2
 216 POKE36878,5:POKE36877,250
 217 IFP>5THENP=0
 220 IFCI>5THEN4000
 222 IFCI>5THEN4000
 223 IFP=-2THEN225
 224 POKE38849,3:POKE38850,3:POKE38851,
3:POKE8129,112:POKE8130,113:POKE8131,11
0
 225 NEXTI:IFNO<WTHEN50
 230 NEXTW
 240 PRINT"■OK BRAVO! HAI FERMATO
 L'INVASIONE"
 245 PRINT"■    ■PUNTEGGIO:"SC*SK"■"
 250 PRINT"■MISSILI ARRIVATI"CI
 260 PRINT"■LIV. DI DIFFICOLTA'"SK
 999 POKE36878,0:POKE36877,0:POKE198,0:
GOTO5000
 1000 E=M%(I):IFE<8120THENRETURN
 1001 POKE36878,15:POKE36877,130
 1004 GR=1:POKE36879,42
 1005 POKECO+E-21,7:POKECO+E-23,7:POKEC
O+E,7:POKECO+E-22,7
 1010 POKECO+E-44,7:POKECO+E-43,7:POKEC
O+E-45,7
 1015 POKEE,93:POKEE-23,77:POKEE-21,78:
POKEE-22,93:POKEE-44,64
```

```
 1020 POKEE-43,73:POKEE-45,85
 1025 POKE36877,200
 1030 IFE=8129 OR E=8130 OR E=8131THENP
=-2
 1031 M=I:GOSUB2000:M%(M)=0:NO=NO+1
 1035 POKECO+E,2:POKEE,104:POKEE-23,32:
POKEE-22,32:POKEE-21,32
 1040 POKEE-43,32:POKEE-44,32:POKEE-45,
32
 1045 POKE36878,0:POKE36877,0:CI=CI+1:P
OKE36879,8:RETURN
 2000 FORN=S%(M)TOM%(M)STEPD%(M):POKEN,
32:NEXTN
 2005 M%(M)=7680+INT(RND(1)*22):S%(M)=M
%(M):D%(M)=INT(RND(1)*3+21)
 2010 RETURN
 3000 EX=X%(J):EY=Y%(J):E=7680+EX+EY*22
:POKE36878,6:POKE36877,220
 3005 POKEE+CO,2:POKEE+CO+1,1:POKEE+CO-
22,1:POKEE+CO-21,1
 3010 POKEE+CO-23,1:POKEE+CO-1,1:POKEE+
CO+21,1:POKEE+CO+22,1:POKEE+CO+23,1
 3015 FORL=1TO4:ONLGOTO3020,3030,3040,3
050
 3020 POKEE,81:GOTO3080
 3030 POKEE,87:GOTO3080
 3040 POKEE+CO,1:POKEE,74:POKEE+1,75:PO
KEE-21,73:POKEE-22,85
 3045 GOTO3080
 3050 POKEE-1,93:POKEE+1,93:POKEE+21,74
:POKEE+22,64:POKEE+23,75
 3060 POKEE-23,85:POKEE-22,64:POKEE-21,
73
 3070 POKEE,32
 3080 FORM=1TO50:NEXTM,L
 3085 POKEE-1,32:POKEE+1,32:POKEE+21,32
:POKEE+22,32:POKEE+23,32
 3090 POKEE-23,32:POKEE-22,32:POKEE-21,
32
 3095 MI=MI-1:X%(J)=10:Y%(J)=19:P%(J)=0
:IFP=5THENP=0
 3096 IFMI=0THENP=-2
 3100 FORL=0TOW
```

```
 3105 IFM%(L)<>EANDM%(L)<>E+1ANDM%(L)<>
E-22ANDM%(L)<>E-21THEN3115
 3110 SC=SC+10*W:M=L:GOSUB2000:M%(L)=0:
NO=NO+1
 3115 NEXTL:POKE36878,0:POKE36877,0:RET
URN
 4000 PRINT"▮▮ SEI STATO DISTRUTTO"
 4005 PRINT"▮  HAI RESISTITO FINO
▮AL"W"▮▮ ATTACCO"
 4010 GOTO245
 5000 PRINT"▮▮▮▮▮▮▮▮▮PREMI *"
 5010 IFPEEK(197)=64THEN5010
 5020 POKE198,0:RUN
```

IL CASTELLO INCANTATO

Vivi questa avventura girovagando per incredibili luoghi che si aprono davanti a te in tempo reale. Guardati dal mostro che ti insegue, e cerca di raggiungere il tesoro.

Troverai porte che si aprono e si chiudono, ed una che può essere aperta con una sola chiave.

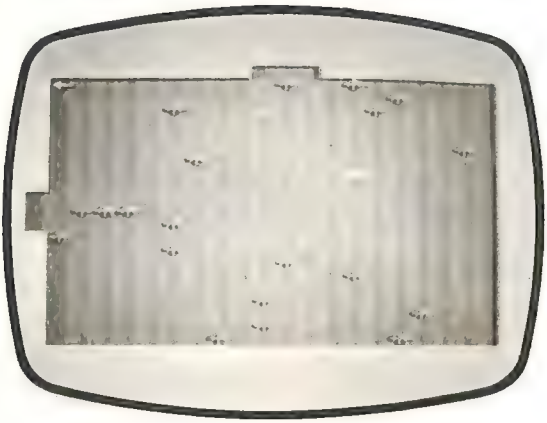
In una delle stanze c'è un passaggio segreto che può essere individuato solo tastando tutta la parete; potrai così arrivare nel labirinto invisibile e poi alla STANZA. La STANZA è un luogo misterioso. Succedono le cose più strane, ma avrai trovato fuori tutto ciò che ti serve. Nota: se il tesoro era nella stanza, non poteva esserci quando sei entrato.

I tasti per il controllo del cursore ti permetteranno di muoverti per tutto lo schermo; oltrepassando una porta ovviamente entrerai in una nuova stanza.

Gli oggetti saranno sganciati alla pressione della barra dello spazio. Premendo il tasto di divisione (/) si sguainerà la tua spada sulla destra, se ne avrai una.

Lascerai una traccia sul percorso del labirinto invisibile, se vuoi uscire vivo da lì.

Il gioco termina se avrai preso sano e salvo il tesoro nella stanza da cui sei partito (o se ti sarai fatto mangiare); UN COMPITO DAVVERO NON FACILE!



```
 10 SP=0:GP=0:R=1:SR=INT(RND(1)*4+1):GR
=4:MR=GR+INT(RND(1)*3-1):X1=10:Y1=10:KP
=0
 15 CO=30720:X=10:Y=10:S=7703:G=8145:PO
KE650,255:KR=9:K=7756:MP=32
 25 PRINT"▐":IFRND(1)>.5THENGR=10
 50 ONRGOSUB1100,1200,1300,1400,1500,16
00,1700,1800,1900,2000
 100 P=7680+X+Y*22
 101 POKEP,32:GETA$
 102 IFR=5THENPOKEP,224
 105 DX=(A$="▌")-(A$="▐"):DY=(A$="▐")-(
A$="▌"):D=DX+DY*22
 106 PE=PEEK(P+D):IFPE=32ORPE=224THEN11
5
 110 IFKP=1ANDPE=102THEN115
 111 IFPE=31THENSP=1:GOTO115
 112 IFPE=28THENGP=1:GOTO115
 113 IFPE=127THENKP=1:GOTO115
 114 DX=0:DY=0
 115 X=X+DX:Y=Y+DY
 120 IFR=3ANDX=13ANDY=11THENR=4:GOTO126
 121 IFX>0ANDX<21ANDY>0ANDY<22THEN145
 125 R=R+(X=0)-(X=21)+((Y=22)-(Y=0))*5
 126 IFX=0THENX=20
 127 IFX=21THENX=1
 128 IFY=0THENY=21
 129 IFY=22THENY=1
 130 IFR=3ANDX=20THENX=12:Y=11
 135 IFR=4ANDX=13THENX=1:Y=11
 140 GOTO50
 145 P=7680+X+Y*22:POKEP+CO,2:POKEP,81
 150 IFSP=1ORSR<>RTHEN160
 155 POKES+CO,7:POKES,31
 160 IFGP=1ORGR<>RTHEN170
 165 POKEG+CO,5:POKEG,28
 170 IFKP=1ORKR<>RTHEN180
 175 POKEK+CO,7:POKEK,127
 180 IFGP=1ANDR=1THENEND
 185 IFMR<>RANDRND(1)>.9ANDMR>-1THENMR=
MR+(MR>R)-(MR<R):MP=32:X1=1:Y1=10
 190 IFMR<>RORRND(1)<.5THEN250
 191 M=7680+X1+Y1*22
 195 POKEM,MP:IFGR=RORGP=1THEN220
```

```
 200 IFSP=0THEN220
 205 IFRND(1)>.99THENMR=INT(RND(1)*9+1)
:MP=32:X1=20:Y1=10:GOTO250
 210 DX=(X1<X)-(X1>X):DY=(Y1<Y)-(Y1>Y):
D=DX+DY*22
 215 GOTO230
 220 DX=(X1>X)-(X1<X):DY=(Y1>Y)-(Y1<Y):
D=DX+DY*22
 230 IFPEEK(M+D)=32ORPEEK(M+D)=81THEN24
0
 235 IFGP=0THENDX=0:DY=0:D=0
 240 X1=X1+DX:Y1=Y1+DY:M=M+D
 241 IFX1<1THENX1=1:Y1=Y1+1
 242 IFX1>20THENX1=20
 243 IFY1<1THENY1=1
 244 IFY1>21THENY1=21
 245 MP=PEEK(7680+X1+Y1*22):M=7680+X1+Y
1*22
 246 POKEM+CO,4:POKEM,94
 250 IFMR=RANDX=X1ANDY=Y1THENEND
 251 IFA$<>" "THEN260
 252 IFSP=1THENSP=0:SR=R:S=7703
 255 IFGP=1THENGP=0:GR=R:G=8145
 257 IFKP=1THENKP=0:KR=R:K=7756
 260 IFA$<>"/"ORSP=0THEN100
 265 S=7680+X+Y*22-1:POKES+CO,7:POKES,3
1
 270 IFX-1=XANDY=Y1THENMR=-1
 275 FORI=1TO100:NEXT:POKES,32:GOTO100
 1000 POKE646,CL
 1005 PRINT"[illegible]";:FORI=1TO22:PRINT" [illegible]";
:NEXT
 1010 FORI=8163TO8185:POKEI+CO,CL:POKEI
,160:NEXT
 1015 PRINT"[illegible]                    [illegible]"
;
 1020 FORI=1TO20:PRINT"[illegible] [illegible]";:NEXT:RETU
RN
 1100 POKE36879,9:CL=1:GOSUB1000
 1105 POKE7689,32:POKE7690,32:POKE7691,
32
 1120 POKE7921,32:POKE7943,32:POKE7965,
32:RETURN
 1200 POKE36879,109:CL=5:GOSUB1000
```

```
 1205 POKE7900,32:POKE7922,32:POKE7944,
32:POKE7690,32:POKE7691,32:POKE7692,32
 1210 FORI=1TO20
 1215 CL=INT(RND(1)*460)+7702:IFPEEK(CL
)<>32THEN1215
 1220 POKECL+CO,5:POKECL,88:NEXT:RETURN
 1300 POKE36879,27:CL=3:GOSUB1000
 1305 POKE7690,32:POKE7691,32:POKE7692,
32
 1310 PRINT"[illegible]
   [illegible]";
 1315 PRINT"  [illegible]
[illegible]";
 1320 PRINT"[illegible]
  [illegible]";
 1325 PRINT"[illegible]
  [illegible]":RETURN
 1400 POKE36879,172:CL=2:GOSUB1000
 1405 POKE7900,32:POKE7922,32:POKE7944,
32
 1410 POKE7921,224:POKE7943,224:POKE796
5,224:RETURN
 1500 POKE36879,136:CL=2:GOSUB1000
 1505 FORI=1TO100
 1506 CL=7680+INT(RND(1)*506):IFPEEK(CL
)<>32THEN1506
 1507 POKECL,96:NEXT
 1510 POKE7900,32:POKE7922,32:POKE7944,
32:POKE7925,32
 1515 POKE7690,32:POKE7691,32:POKE7692,
32:POKE7713,32
 1520 POKE7735,32:POKE7714,32:POKE7715,
32:RETURN
 1600 POKE36879,216:CL=7:GOSUB1000
 1605 FORCL=1TO200:POKE7680+INT(RND(1)*
506),160:NEXT:POKE8174,32:POKE8175,32:P
OKE8176,32
 1615 POKE7921,32:POKE7943,32:POKE7965,
32:POKE7942,32:POKE8153,32:RETURN
 1700 POKE36879,62:CL=0:GOSUB1000
 1705 POKE7900,32:POKE7922,32:POKE7944,
32:POKE7921,32:POKE7943,32:POKE7965,32
 1706 IFRND(1)>.5THENPOKE8174,32:POKE81
75,32:POKE8176,32
```

```
 1710 PRINT"[illegible]
[illegible]":PRINT"[illegible]
[illegible]":RETURN
 1800 POKE36879,56:CL=2:GOSUB1000
 1805 POKE7900,32:POKE7922,32:POKE7944,
32
 1806 IFRND(1)>.2THENPOKE7921,32:POKE79
43,32:POKE7965,32
 1810 POKE8174,32:POKE8175,32:POKE8176,
32:RETURN
 1900 POKE36879,14:CL=5:GOSUB1000
 1905 POKE7900,32:POKE7922,32:POKE7944,
32
 1910 PRINT"[illegible]
[illegible]":RETURN
 2000 POKE36879,184:CL=4:GOSUB1000
 2005 POKE7900,32:POKE7922,32:POKE7944,
32:MR=R:X1=19:Y1=20:SP=0:SR=INT(RND(1)*
3+8)
 2030 S=7703:KP=0:K=7756:KR=INT(RND(1)*
3+1):GP=0:GR=4:G=8145:RETURN
```

FRUIT MACHINE

Partendo da una cifra iniziale di 100$, devi cercare di vincere il più possibile dal tuo VIC trasformato in fruit machine. Ogni giocata ti costerà 5$ (un po' caro, non trovi?).

Le istruzioni sono contenute direttamente nel programma.

```
 10 POKE36879,8
 15 M=100:DIMH(2),B(2)
 20 FORI=0TO2:H(I)=0:B(I)=INT(RND(1)*4+
1):NEXT
 25 PRINT"■■■
```

```
 110 GETA$:IFA$=""THEN110
 115 IFA$=" "THEN150
 120 IFVAL(A$)=0ORVAL(A$)>3THEN110
 125 B=VAL(A$)-1:IFH(B)<>1THEN110
 130 H(B)=2:A$="FERMO":GOSUB1000:GOTO1
10
 150 IFM<5THEN6000
 151 M=M-5
 152 M1=0
 153 FORB=0TO2:IFH(B)=2THEN160
 155 B(B)=INT(RND(1)*2+1):IFRND(1)>.6TH
ENB(B)=B(B)+1:IFRND(1)>.8THENB(B)=B(B)+
1
 160 GOSUB2000:NEXTB
 165 FORB=0TO2:H(B)=0:IFRND(1)>.9THENH(
B)=1
 170 A$=" NO  ":IFH(B)=1THENA$="FISSO
"
 175 GOSUB1000:NEXTB
 180 IFB(0)=B(1)ANDB(1)=B(2)THENM1=15*B
(1)
 185 IFB(0)=B(1)ORB(1)=B(2)THENM1=10*B(
1)
 190 IFB(0)=4ORB(1)=4ORB(2)=4THENM1=12
 200 M=M+M1
 205 PRINT"";
M1;:IFM1<10THENPRINT" ";
 210 PRINT:IFM>999THEN5000
 215 GOTO100
 1000 PRINT"";:IFB>0THEN
PRINT"";:IFB=2THENPRINT"";
 1005 PRINTA$:RETURN
 2000 PRINT"";:IFB>0THENPRIN
T"";:IFB=2THENPRINT"";
 2001 POKE36878,10:POKE36876,RND(1)*50+
180:FORI=0TO300:NEXT:POKE36878,0:POKE36
876,0
 2005 S=B(B):ONSGOTO2010,2015,2020,2025
 2010 PRINT"":RETURN
 2015 PRINT". . ":RETURN
 2020 PRINT"r r "CHR$(28)"  ":R
ETURN
 2025 PRINT"  ":RETURN
```

```
 5000 FORI=1TO2000:NEXT:PRINT"▒▒▒▒▒▒HA
I FATTO SALTARE          ▒IL BANCO"
 5005 PRINT"▒▒▒▒HAI GUADAGNATO"M"$"
 5010 GOTO6050
 6000 FORI=1TO2000:NEXT:PRINT"▒▒▒▒▒▒▒▒
▒▒TI SEI ROVINATO!"
 6050 PRINT"▒▒▒▒GIOCHI ANCORA? (S/N)"
 6055 GETA$
 6060 IFA$="S"THENRUN
 6065 IFA$<>"N"THEN6055
 6070 PRINTTAB(8)"▒▒▒▒CIAO▒!":END
```

DAMA

Sfida il computer nel famosissimo gioco della dama.
Inserisci la mossa prima come coordinata X, poi come la Y. Per esempio:

DA DOVE MUOVI? AF
IN? BE

Dai, cerca di non far vincere il VIC.

```
 1 GOSUB9000
 50 MO=0
 60 GOSUB7000
 1000 PRINT"[RVS][RVS][RVS][RVS][RVS][RVS][RVS][RVS]"
 1005 PRINT"DA DOVE MUOVI";:MO=0:INPUTF
H$
 1010 PRINT"IN";:INPUTTH$
 1050 PRINT"[CR]ATTENDI"
 1060 X$=LEFT$(FH$,1):Y$=RIGHT$(FH$,1):
FX=ASC(X$):FY=ASC(Y$)
 1065 X$=LEFT$(TH$,1):Y$=RIGHT$(TH$,1):
TX=ASC(X$):TY=ASC(Y$)
 1066 IFTX=FXORTY=FYTHENPOKE36878,10:PR
INT"[CR]SOLO IN DIAGONALE !!":GOTO9500
```

```
 1070 FX=FX-64:FY=FY-64:TX=TX-64:TY=TY-
64
 1420 MO=0
 1430 A%(TY,TX)=A%(FY,FX):A%(FY,FX)=B
 1450 IFABS(TY-FY)>1THENMO=1:A%(FY+((TY
-FY)/2),FX+((TX-FX)/2))=B:T=T+1
 1470 GOSUB7000
 2000 Y=8
 2006 X=8
 2020 IFA%(Y,X)<>C AND A%(Y,X)<>KTHEN21
00
 2030 IFA%(Y,X)=C AND Y=8THENA%(Y,X)=K
 2040 FORD=0TO3
 2041 Q=-1
 2045 IFX+2*X(D)<1 OR X+2*X(D)>8THEN209
0
 2046 IFY+2*Y(D)<1 OR Y+2*Y(D)>8THEN209
0
 2050 IF(A%(Y+Y(D),X+X(D))=H OR A%(Y+Y(
D),X+X(D))=W)ANDA%(Y+2*Y(D),X+2*X(D))=B
THENQ=D
 2070 IFA%(Y,X)<>K AND D>1THEN2100
 2080 IFQ>-1ANDQ<4THEN2125
 2090 NEXTD
 2100 IFA%(Y,X)=HANDY=1THENA%(Y,X)=W
 2110 X=X-1:IFX>0THEN2020
 2115 Y=Y-1:IFY>0THEN2006
 2120 IFQ=-1THEN2350
 2125 PX=X+2*X(Q):PY=Y+2*Y(Q)
 2130 S=S+1
 2135 A%(Y+Y(Q),X+X(Q))=B
 2140 A%(PY,PX)=A%(Y,X)
 2145 A%(Y,X)=B
 2150 GOSUB7000
 2155 M=-1
 2160 FORD=0TO3
 2165 IFPX+2*X(D)<1 OR PX+2*X(D)>8THEN2
200
 2166 IFPY+2*Y(D)<1 OR PY+2*Y(D)>8THEN2
200
 2170 IFA%(PY+Y(D),PX+X(D))<>HAND A%(PY
+Y(D),PX+X(D))<>WTHEN2180
 2175 IFA%(PY+Y(D)*2,PX+2*X(D))=BTHENM=
D
```

```
 2180 IFA%(PY,PX)<>K AND D>1THEN2210
 2190 IFM>-1THEN2210
 2200 NEXTD
 2210 IFM=-1THEN50
 2220 A%(PY+Y(M),PX+X(M))=B
 2222 A%(PY+2*Y(M),PX+2*X(M))=A%(PY,PX)
 2224 A%(PY,PX)=B:S=S+1:GOTO50
 2350 Y=0
 2360 PY=INT(RND(1)*8+1):PX=INT(RND(1)*
8+1)
 2370 Y=Y+1
 2371 Q=-1
 2375 IFY>400THEN2440
 2380 IFA%(PY,PX)<>CANDA%(PY,PX)<>KTHEN
2360
 2390 FORD=0TO3
 2395 Q=-1
 2396 IFPY+Y(D)<1ORPY+Y(D)>8THEN2425
 2397 IFPX+X(D)<1ORPX+X(D)>8THEN2425
 2400 IFA%(PY,PX)=CANDD>1THEN2425
 2410 IFA%(PY+Y(D),PX+X(D))=BTHENQ=D
 2420 IFQ>-1ANDQ<4THEN2460
 2425 NEXTD
 2430 IFY<401THEN2360
 2440 F$="L"
 2450 GOTO7000
 2460 A%(PY+Y(Q),PX+X(Q))=A%(PY,PX)
 2470 A%(PY,PX)=B:GOTO50
 7000 PRINT"▒▒ ABCDEFGH"
 7005 FORY=1TO8:POKECO+Y*22,1:POKESC+Y*
22,Y
 7010 FORX=1TO8:CL=0:IFA%(Y,X)=160THENC
L=6
 7015 IFA%(Y,X)=C OR A%(Y,X)=KTHENCL=5
 7020 IFA%(Y,X)=H OR A%(Y,X)=WTHENCL=1
 7025 POKECO+Y*22+X,CL:POKESC+Y*22+X,A%
(Y,X)
 7030 NEXTX,Y
 7035 PRINT"▒▒▒▒▒▒▒▒▒▒▒▒COMPUTER"S"▌
        ":PRINT"▐TU        "T
 7040 FORI=0TO31:PRINT"   ";:NEXT:PRINT"
"
 7045 FORI=0TO21:PRINT"   ";:NEXT:PRINT"
"
```

```
 7050 FORI=0TO31:PRINT"  ";:NEXT:PRINT"
 "
 7210 IFF$="L"THENPRINT"▒▒TI DO PARTITA
 VINTA":END
 7230 IFS=12THENPRINT"▒▒▒▒▒▒▒▒HO VINTO!
":END
 7240 IFT=12THENPRINT"▒▒▒▒▒▒▒▒HAI VINT
O!▒":END
 7260 U$="":IFMO=1THENGOSUB9700
 7265 MO=0
 7310 IFLEFT$(U$,1)="S"THENFH$=CHR$(TX+
64)+CHR$(TY+64):GOTO1010
 7320 RETURN
 9000 DIMA%(8,8)
 9005 Y(0)=1:X(0)=-1:Y(1)=1:X(1)=1
 9010 Y(2)=-1:X(2)=-1:Y(3)=-1:X(3)=1
 9050 H=209:C=215:W=139:K=151
 9060 B=160:Q=-1:F$="":S=0:T=0
 9061 CO=38400:SC=7680
 9065 FORY=1TO8:IF2*INT(Y/2)=YTHENFORX=
1TO7STEP2:GOTO9075
 9070 FORX=2TO8STEP2
 9075 A%(Y,X)=160
 9080 IFINT(X/2)*2=XTHENA%(Y,X-1)=32
 9085 IFINT(X/2)*2<>XTHENA%(Y,X+1)=32
 9090 NEXTX,Y
 9115 FORY=1TO3
 9120 IF2*INT(Y/2)=YTHENFORX=1TO7STEP2:
GOTO9130
 9125 FORX=2TO8STEP2
 9130 A%(Y,X)=C:NEXTX,Y
 9140 FORY=6TO8
 9145 IF2*INT(Y/2)=YTHENFORX=1TO7STEP2:
GOTO9155
 9150 FORX=2TO8STEP2
 9155 A%(Y,X)=H:NEXTX,Y
 9165 FH$="":TH$=""
 9300 POKE36879,8:PRINT"▒▒        ▒DAMA▒
":PRINT"▒VUOI PARTIRE PER PRIMO▒"
 9310 INPUTY$:PRINT"▒":IFLEFT$(Y$,1)="S
"THENRETURN
 9340 GOSUB7000
 9350 A=INT(RND(1)*3+1)*2:Q=INT(RND(1)*
2)
```

```
 9370 A%(3+Y(Q),A+X(Q))=C:A%(3,A)=160:R
ETURN
 9500 FORI=255TO128STEP-.6:POKE36876,I:
NEXT:POKE36876,0:POKE36878,0
 9600 PRINT"❑                          ":GOS
UB7035:GOTO1000
 9700 FORI=7900TO8185:POKEI,32:NEXT
 9800 PRINT"■■■■■■■■■■■■PUOI SALTARE DI
NUOVO  ":INPUTU$:RETURN
```

BOMBARDAMENTO

Distruggi l'argine nemico e dai una mano a vincere la guerra.

Lo sbarramento e l'intero paesaggio circostante è in grafica tridimensionale. Devi allineare il tuo aeroplano sull'argine che si avvicina e sganciare le tue micidiali bombe al momento giusto.

Con Z sposti l'aeroplano a sinistra
con C a destra
con M sganci le bombe.

Inizialmente hai cinque aeroplani, ma stà attento alla contraerea nemica.

```
 5 POKE650,129
 10 PRINT"■":POKE36879,88:CO=30720
 15 FORI=7680TO7921:POKEI,160:POKEI+CO,
3:NEXT
 20 PRINT"[illegible]";
 21 PRINT"[illegible]"
 25 PRINT"[illegible]"
 26 PRINT"[illegible]"
 30 PRINT"[illegible]"
```

```
 35 FORY=7954TO8185STEP22:J=INT((Y-7910
)/22)
 40 FORX=Y-JTOY+J+1:IFX>8185THEN45
 41 POKEX,160:POKEX+CO,6
 45 NEXTX:IFY-J<8121THENPOKEY-J,233
 46 IFY+J+1<=8185THENPOKEY+J+1,223
 47 NEXTY
 49 FORPL=1TO5
 50 W1=160:W2=W1:W3=W1:W4=W1:N=W1:B1=W1
:B2=W1:R1=W1:R2=W1:R3=W1
 55 X=8102+INT(RND(1)*12):B=0:D=1
 60 POKE36878,4:POKE36877,129:DE=0
 61 FL=INT(RND(1)*253)+7955
 65 P=PEEK(FL):P1=PEEK(FL+1):P2=PEEK(FL
+22):P3=PEEK(FL+23)
 70 IFP=32ORP1=32ORP2=32ORP3=32THEN100
 71 POKE36879,40
 72 POKE36878,10:POKE36877,200
 75 POKEFL+CO,7:POKEFL+CO+1,7:POKEFL+CO
+22,7:POKEFL+CO+23,7
 80 POKEFL,213:POKEFL+1,201:POKEFL+22,2
02:POKEFL+23,203
 85 IFP=120ORP1=120ORP2=120ORP3=120THEN
DE=1
 86 POKE36878,4:POKE36877,250
 90 POKEFL+CO,6:POKEFL+CO+1,6:POKEFL+CO
+22,6:POKEFL+CO+23,6
 95 POKEFL,P:POKEFL+1,P1:POKEFL+22,P2:P
OKEFL+23,P3
 96 IFDE=0THEN99
 97 POKE36878,15:FORI=200TO128STEP-1:PO
KE36876,I:FORJ=1TO10:NEXTJ,I
 98 POKE36877,150
 99 POKE36879,88:POKE36877,129
 100 POKEX,N:POKEX+22,B1:POKEX+44,B2:PO
KEX+20,W1:POKEX+21,W2:POKEX+23,W3:POKEX
+24,W4
 105 POKEX+65,R1:POKEX+66,R2:POKEX+67,R
3
 106 GETA$
 110 X=X-22+(A$="Z")-(A$="C")
 111 IFX<=7702THEN1000
 112 IFDE=1THEN1000
```

```
 115 N=PEEK(X):B1=PEEK(X+22):B2=PEEK(X+
44):W1=PEEK(X+20):W2=PEEK(X+21)
 120 W3=PEEK(X+23):W4=PEEK(X+24):R1=PEE
K(X+65):R2=PEEK(X+66):R3=PEEK(X+67)
 125 POKEX,226:POKEX+22,87:POKEX+44,32:
POKEX+20,120:POKEX+21,120:POKEX+23,120
 130 POKEX+24,120:POKEX+65,235:POKEX+66
,209:POKEX+67,243
 140 FORI=1TO50:NEXT
 145 IFB=0ANDA$="M"ANDX>=7822THENB=X+66
:D=22
 150 IFB=0THEN60
 151 J=1
 155 POKEB,160:B=B+D
 160 IFB<=7932THEN2000
 165 IFB>8185THEND=-22
 170 IFB>8058THENC=209
 175 IFB<=8058THENC=174
 176 IFPEEK(B)<>160THEN2000
 180 POKEB,C
 185 IFB-X>110ANDD=22THEND=-22:GOTO200
 190 IFB-X<=88THEND=22
 195 GOTO250
 200 POKEB-1,205:POKEB+1,206
 201 POKE36877,240
 205 FORI=1TO100:NEXT:POKEB-1,160:POKEB
+1,160
 210 T=0:GOTO60
 250 J=J+1:IFJ<=2THEN155
 255 GOTO100
 1000 POKE36877,0:POKE36878,0:POKE36876
,0:IFB>0THENPOKEB,160
 1005 FORI=1TO1000:NEXT:NEXTPL
 1010 POKE650,0:POKE36878,0:POKE36877,0
:POKE36876,0
 1020 FORI=1TO1000:NEXT:PRINT"[illegible]
[illegible]INEE[illegible]NEMICHE[illegible]PENETRATE"
 1025 PRINT"[illegible]PER[illegible]CONTINUARE[illegible]*"
 1030 GETA$:IFA$=""ORA$<>"*"THEN1030
 1040 CLR:GOTO5
 2000 IFPEEK(B)=160ANDB>7866THEN2050
 2010 P=PEEK(B):POKEB,42:FORI=1TO100:NE
XT
```

```
 2015 POKEB,P
 2020 FORI=1TO100:NEXT:B=0:T=0:GOTO100
 2050 IFD=-22ANDB-X>88THEN2010
 2051 IFD=22ANDB-X<=66THEN2010
 2052 POKEB+CO,2:POKEB+1+CO,2:POKEB,127
:POKEB+1,255
 2053 POKE36878,15:POKE36877,150
 2055 FORI=1TO200:NEXT
 2056 POKE36878,10:POKE36877,200
 2060 PRINT"[illegible]
                                    [illegible]
   "
 2065 PRINT"[illegible]  [illegible]  [illegible]
[illegible]          "
 2070 GOTO1010
```

BREAKOUT

Cerca di perforare il doppio muro con la tua paletta dotata di angolazione. All'inizio parti con 5 palline e scopo del gioco è guadagnare quanti più punti è possibile urtando i mattoncini del muro. Più questi sono in alto, più sono i punti conquistati.

La velocità della pallina aumenta sempre di più a mano a mano che il punteggio sale.

Con Z sposti la paletta a sinistra
con M a destra.

```
 1 HI=0:POKE36878,12
 2 PRINT"▒***     BREAKOUT     ***":PRINT
"▒▒▒▒PREMI UN TASTO"
 3 GETA$:IFA$=""THEN3
 5 POKE36879,8:X=RND(-TI):S=0:LI=10:BS=
3
 10 PRINT"▒▒ PUNTI          PALL        MAX
                  ┌──────────────────────
┐";
 15 FORI=1TO19:PRINT"|
   |";:NEXT
 20 POKE38862,6:POKE38883,6:POKE8142,10
1:POKE8163,103
 25 PRINTCHR$(28)"▒▒▒▒▒▒┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐
┐┐┐┐┐▒▒┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐";
 30 PRINT"▒▒▒┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐▒▒┐┐┐
┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐";
 35 PRINT"▒▒▒▒▒▒┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐▒▒┐
┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐";
 40 PRINT"▒▒▒┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐▒▒┐┐┐
┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐";
 45 PRINT"▒▒▒┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐▒▒┐┐┐
┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐┐"
 50 SC=7680:CL=38400:B=8152
```

```
 55 DX=INT(RND(1)*3-1):DY=-1:X=11:Y=20:
PRINT"[illegible]";TAB(17);6-LI
 56 PRINT"[illegible]"HI
 60 FORI=38863TO38882:POKEI,1:NEXT
 65 POKEB-1,108:POKEB,98:POKEB+1,123
 70 FORI=1TOBS
 71 K=PEEK(197):IFK<>33ANDK<>36THEN100
 75 POKEB-1,32:POKEB+1,32:B=B+(K=33)-(K
=36):IFB<8144THENB=8144
 80 IFB>8161THENB=8161
 85 POKEB-1,108:POKEB,98:POKEB+1,123
 100 NEXTI:PRINT"[illegible]"S:IFS>200THENB
S=2:IFS>500THENBS=1
 101 POKESC+Y*22+X,32:POKECL+Y*22+X,1:Y
=Y+DY:X=X+DX
 102 IFY>21THEN1000
 103 IFX>1ANDX<20THEN106
 104 IFX<2THENDX=1:POKE36876,250:GOTO15
0
 105 IFX>19THENDX=-1:POKE36876,250:GOTO
150
 106 IFY<4THENDY=1:POKE36876,175:GOTO15
0
 110 IFPEEK(SC+Y*22+X)=32THEN150
 111 POKE36876,200
 115 P=PEEK(SC+Y*22+X)
 120 IFP=108THENDY=-DY:DX=-1:GOTO145
 125 IFP=123THENDY=-DY:DX=1:GOTO145
 130 IFP=98THENDY=-DY:DX=INT(RND(1)*3-1
):GOTO145
 135 S=S+10:S=S-(Y<7)*10-(Y<5)*30
 140 POKESC+Y*22+X,32:DX=INT(RND(1)*3-1
)
 141 IFRND(1)>.01THENDY=-DY
 145 Y=Y+DY:X=X+DX
 150 IFX<1ORX>20THENX=X+DX
 151 IFY<3THENY=Y+DY
 152 POKE36876,0
 155 POKECL+Y*22+X,1:POKESC+Y*22+X,81
 160 GOTO70
 1000 FORI=1TO2000:NEXT:LI=LI-1:IFLI>0T
HEN55
 1010 IFS>HITHENHI=S
```

```
 1014 FORI=1TO2000:NEXT:PRINT"PUNTI"S
:PRINT"MAX  "HI
 1015 IFHI=STHENPRINT"BRAVO! HAI REAL
IZZATO IL MIGLIOR PUNTEGGIO"
 1016 PRINT"GIOCHI ANCORA? (S/N)":P
OKE198,0
 1020 GETA$:IFA$=""THEN1020
 1030 IFA$="S"THEN5
 1035 IFA$="N"THENPRINT"CIAO!
CIAO!":END
 1040 PRINT"NON CAPISCO!":GOTO10
20
```

BATTAGLIA AD INSEGUIMENTO

Manovra in modo da colpire il tuo avversario pilotato dal computer in questo gioco aereo di morte.

Evita di schiantarti contro la montagna o che l'aeroplano nemico si allinei dietro di te per poi colpirti. Il gioco termina se ti schianti o se qualcuno dei due precipita perchè colpito.

Con A giri a sinistra
con D a destra
con W ti muovi in alto
con X in basso e
con S fai fuoco sull'aeroplano del computer.

Tu sei l'aeroplano nero, quello del computer rosso ("il Barone Rosso", forse).

```
5 CO=30720:POKE650,129
10 POKE36879,187:PRINT"■";
15 X=7988:Y=1:X1=7961:Y1=-1:S=0:S1=0
20 PRINT"■■■
```

```
 35 FORI=8167TO8182:POKEI+CO,5:POKEI,16
0:NEXTI:POKE8182,223
 100 POKE36878,4:POKE36877,135
 101 POKEX,32:POKEX+1,32:POKEX+2,32:POK
EX+3,32:POKEX-22,32:POKEX-21,32:POKEX-2
0,32
 105 POKEX-19,32:POKEX+23,32:POKEX+24,3
2
 125 GETA$:X=X+((A$="W")-(A$="X"))*22
 130 IFA$="A"THENY=-1
 135 IFA$="D"THENY=1
 140 X=X+Y
 145 IFX<7702ORX>8160THENX=7988:Y=1
 150 IFPEEK(X)<>32ORPEEK(X+1)<>32ORPEEK
(X+2)<>32ORPEEK(X+3)<>32THEN1000
 155 IFPEEK(X-22)<>32ORPEEK(X-21)<>32OR
PEEK(X-20)<>32ORPEEK(X-19)<>32THEN1000
 160 IFPEEK(X+23)<>32ORPEEK(X+24)<>32TH
EN1000
 165 POKEX+1+CO,0:POKEX+2+CO,0:POKEX-22
+CO,0:POKEX-21+CO,0:POKEX-20+CO,0:POKEX
-19+CO,0
 166 POKEX+CO,0:POKEX+3+CO,0:POKEX+23+C
O,0
 170 IFY=1THEN200
 180 POKEX,107:POKEX+1,196:POKEX+2,160:
POKEX+3,236
 185 POKEX-21,85:POKEX-20,73:POKEX-19,2
33:POKEX+23,81
 190 GOTO215
 200 POKEX+24+CO,0
 205 POKEX,251:POKEX+1,160:POKEX+2,196:
POKEX+3,115
 210 POKEX-22,223:POKEX-21,85:POKEX-20,
73:POKEX+24,81
 215 POKEX1,32:POKEX1+1,32:POKEX1+2,32:
POKEX1+3,32:POKEX1-22,32:POKEX1-21,32:P
OKEX1-20,32
 220 POKEX1-19,32:POKEX1+23,32:POKEX1+2
4,32
 221 IFRND(1)>.9THENX1=X1+22
 225 IFPEEK(X1+Y1*5+22)=223ORPEEK(X1+Y1
```

```
*5+22)=233THENX1=X1-22:GOTO250
 235 IFPEEK(X1+Y1*3)=46ORPEEK(X1+Y1*3)=
46THENX1=X1-22:GOTO250
 236 IFPEEK(X1+Y1*2)=46ANDS1<>X1+Y1*2TH
ENX1=X1-22:Y1=-Y1:GOTO250
 240 IFRND(1)>.9THENY1=-Y1
 241 IFRND(1)>.9THENY1=-Y1
 242 IFRND(1)>.9THENX1=X1-22
 245 X1=X1+Y1
 250 IFX1<7702ORX1>8160THENX1=7961:Y1=-
1
 255 POKEX1+1+CO,2:POKEX1+2+CO,2:POKEX1
-22+CO,2:POKEX1-21+CO,2:POKEX1-20+CO,2
 260 POKEX1-19+CO,2
 265 IFY1=1THEN300
 270 POKEX1+CO,0:POKEX1+3+CO,2:POKEX1+2
3+CO,0
 275 POKEX1,107:POKEX1+1,196:POKEX1+2,1
60:POKEX1+3,236
 280 POKEX1-21,85:POKEX1-20,73:POKEX1-1
9,233:POKEX1+23,81
 285 GOTO315
 300 POKEX1+CO,2:POKEX1+CO+3,0:POKEX1+2
4+CO,0
 305 POKEX1,251:POKEX1+1,160:POKEX1+2,1
96:POKEX1+3,115
 310 POKEX1-22,223:POKEX1-21,85:POKEX1-
20,73:POKEX1+24,81
 315 IFA$="S"ANDS=0THENS=X-1:D=Y:IFY=1T
HENS=X+4:POKE36877,240
 320 IFS=0THEN400
 325 J=1
 330 POKES,32:S=S+D:S=S-7680:SP=INT(S/2
2):SP=S-SP*22:S=S+7680
 335 IFSP=0ORSP=21THENS=0:GOTO400
 340 IFS=X1ORS=X1+1OR(S=X1-21ANDY1=-1)O
R(S=X1-20ANDY1=1)THEN2000
 345 IFPEEK(S)<>32THENS=0:J=2:GOTO400
 350 POKES+CO,0:POKES,46
 395 J=J+1:IFJ<3THEN330
 400 IFS1=0THEN500
 425 J=1
```

```
 430 POKES1,32:S1=S1+D1:S1=S1-7680:SP=I
NT(S1/22):SP=S1-SP*22:S1=S1+7680
 435 IFSP=0ORSP=21THENS1=0:GOTO500
 440 IFS1=XORS1=X+1OR(S1=X-21ANDY=-1)OR
(S1=X-20ANDY=1)THEN1000
 445 IFPEEK(31)<>32THENS1=0:J=2:GOTO500
 450 POKES1+CO,2:POKES1,46
 495 J=J+1:IFJ<3THEN430
 500 IFS1=0ANDRND(1)>.9THENS1=X1-2:D1=Y
1:IFY1=1THENS1=X1+5:POKE36877,240
 505 GOTO100
 1000 X1=X
 2000 POKE36878,15
 2001 POKEX1,32:POKEX1+1,32:POKEX1+2,32
:POKEX1+3,32:POKEX1+23,32:POKEX1+24,32
 2005 POKEX1-22,32:POKEX1-20,32:POKEX1-
19,32
 2010 FORI=X1TO8185STEP23
 2011 POKE36875,(250-I/35)*8
 2015 POKEI+CO,4:POKEI+CO+21,4:POKEI+CO
-21,4:POKEI+CO-23,4
 2020 POKEI,160:POKEI-21,255:POKEI+21,2
55:POKEI-23,127
 2021 FORJ=1TO100:NEXT
 2025 POKEI+CO,160:POKEI+CO-23,0:POKEI-
21,32:POKEI+21,32
 2030 NEXT
 2035 I=I-23:POKEI+CO,7:POKEI+CO+1,7:PO
KEI,127:POKEI+1,255
 2040 POKE36879,42
 3000 POKE650,0:POKE36878,0:POKE36877,0
:POKE36875,0
 3100 POKE198,0:PRINT"   ■S PREMI *"
 3200 GETA$:IFA$<>"*"THEN3200
 3300 CLR:GOTO5
```

RAID NOTTURNO

Interamente avvolto dal buio della notte, piloti il tuo aeroplano sulla città, sfruttando per prendere la mira i soli flash della contraerea nemica.

Cerca di bombardare il reattore prima che ti colpisca qualche colpo della contraerea o uno dei missili terra aria delle basi nemiche di terra.

Con W sollevi l'aeroplano
con X l'abbassi
con D acceleri in avanti (sei però già in movimento)
con A torni indietro
con S la bomba sulla città.

```
 5 CO=30720
 10 POKE36879,8:PRINT"□":M=0:M1=0:B=0:P
=7680:F=0
 15 PRINT"[illegible]
[illegible]"
 20 PRINT"[illegible]"
 25 PRINT"[illegible]
[illegible]"
 30 PRINT"[illegible]"
 35 PRINT"[illegible]"
```

```
 40 FORI=8142TO8185:POKEI+CO,0:POKEI,16
0:NEXT
 50 POKEP,32:P=P+1:K=PEEK(197):P=P+(K=1
7)*2-(K=18)
 55 P=P+((K=9)-(K=26))*22
 60 IFP<7680THENP=7680
 61 IFP>7965THENP=P-22
 65 IFPEEK(P)<>32ANDPEEK(P)<>77ANDPEEK(
P)<>89THEN1000
 70 POKEP+CO,3:POKEP,62
 75 IFM>0ORM1>0THENPOKE36878,5:POKE3687
7,130
 76 IFM<1ANDM1<1THENPOKE36877,0
 80 IFM>0ORM<0THEN100
 90 IFRND(1)>.95THENM=8029:POKEM+CO,4:P
OKEM,42:FORI=0TO100:NEXT
 100 IFM<1THEN150
 105 POKEM+CO,1:POKEM,77:POKEM+1,32:POK
EM+22,32:M=M-23
 110 IFM>7679THEN115
 111 M=0
 112 FORI=8029TO7680STEP-23:POKEI,32:NE
XT:POKE36877,0:GOTO150
 115 IFPEEK(M)=32THEN135
 120 IFPEEK(M)=62THEN1000
 125 IFPEEK(M)=46THENPOKEM,42:FORI=1TO1
00:NEXT:B=0:M=0:GOTO111
 135 POKEM+CO,2:POKEM+1+CO,2:POKEM+CO+2
2,2
 140 POKEM,127:POKEM+1,123:POKEM+22,124
 150 IFM1>0ORM1<0THEN170
 160 IFRND(1)>.95THENM1=8062:POKEM1+CO,
4:POKEM1,42:FORI=1TO100:NEXT
 170 IFM1<1THEN220
 175 POKEM1+CO+22,1:POKEM1+22,89:POKEM1
+23,32:M1=M1-22
 180 IFM1>7679THEN185
 181 M1=0
 182 FORI=8062TO7680STEP-22:POKEI,32:NE
XT:POKE8084,93:POKE8084+CO,0:POKE36877,
0:GOTO220
 185 IFPEEK(M1)=32THEN205
```

```
 190 IFPEEK(M1)=62THEN1000
 195 IFPEEK(M1)=46THENPOKEM1,42:FORI=1T
O100:NEXT:B=0:M1=0:GOTO181
 205 POKEM1+CO,2:POKEM1+1+CO,2:POKEM1+C
O+22,2
 210 POKEM1,225:POKEM1+22,126:POKEM1+23
,126
 220 IFK=41ANDB=0THENB=P+22
 225 IFB=0THEN300
 226 POKE36878,12:POKE36876,B/25-75
 230 POKEB,32:B=B+23:IFPEEK(B)=32ANDB<8
185THEN290
 231 POKE36876,0
 235 IFB>8185THENB=0:GOTO300
 240 IFB<>MANDB<>M1THEN260
 245 POKEB+CO,4:POKEB,42:FORI=1TO100:NE
XT:POKEB,32
 250 IFB=MTHENB=0:POKEM+1,32:POKEM+22,3
2:M=0:GOTO111
 255 B=0:POKEM1+22,32:POKEM1+23,32:M1=0
:GOTO181
 260 IFB<8032THEN290
 261 POKE36879,42:POKEB+CO,7:POKEB+CO+1
,7:POKEB,77:POKEB+1,78
 262 POKE36878,15:POKE36877,147:FORI=1T
O300:NEXT
 264 POKE36879,8
 265 IFB<8059ORB>8060THEN282
 266 POKEB+CO,1:POKEB+CO+1,1:POKEB+CO+2
2,1:POKEB+CO+23,1
 267 POKEB,32:POKEB+1,32
 270 FORI=1TO50:POKE36879,127:POKE36879
,42
 271 POKEB,32:IFI>=25THENPOKEB+1,32:POK
EB+22,32:POKEB+23,32
 275 IFI<25THENPOKEB,87
 280 IFI>=25THENPOKEB,85:POKEB+1,73:POK
EB+22,74:POKEB+23,75
 281 NEXTI:PRINT"▨":POKE36878,0:POKE368
77,0:POKE198,0:END
 282 POKEB,32:POKEB+1,32
 283 IFB<>8052ANDB<>8074THEN286
 284 IFM>0THENPOKEM,32:POKEM+1,32:POKEM
+22,32
```

```
 285 M=-1:GOTO112
 286 IFB<>8051THEN289
 287 IFM1>0THENPOKEM1,32:POKEM1+22,32:P
OKEM1+23,32
 288 M1=-1:GOTO182
 289 B=0:GOTO300
 290 POKEB+CO,5:POKEB,46
 300 IFRND(1)<.9THEN50
 301 F=INT(RND(1)*264+7681)
 305 IFF=MORF=M1THEN50
 306 POKE36878,9:POKE36875,130:POKE3687
6,129:POKE36877,163
 310 POKEF+CO,4:POKEF+CO-23,4:POKEF+CO-
21,4:POKEF+21+CO,4:POKEF+CO+23,4
 315 POKE36879,40:POKEF,209:POKEF-23,12
7:POKEF-21,255:POKEF+21,255:POKEF+23,12
7
 320 IFF=PORF-21=PORF-23=PORF+21=PORF+2
3=PTHEN1015
 325 FORI=1TO200:NEXT:POKE36879,8:POKEF
,32:POKEF-23,32:POKEF-21,32:POKEF+21,32
 330 POKEF+23,32:POKE36875,0:POKE36877,
0:POKE36876,0:GOTO50
 1000 POKE36879,120:POKEP+CO,2:POKEP+CO
+23,2:POKEP+CO+2,2:POKEP+CO+46,2:POKEP+
CO+44,2
 1010 POKEP,127:POKEP+2,255:POKEP+23,20
9:POKEP+44,255:POKEP+46,127
 1015 POKE36875,0:POKE36876,0:POKE36877
,0:POKE36878,0
 1020 POKE198,0:PRINT"S"
```

BATTAGLIA CON I CARRIARMATI

Imposta una strategia per sconfiggere il carroarmato guidato dal computer in questo gioco incredibilmente veloce.

Si guadagnano punti colpendo il carroarmato nemico e le sue taniche di carburante. Gira per tutto lo schermo, inseguendo il carroarmato-computer e evitando le mine.

Alla partenza ti troverai nell'angolo in alto a destra, il computer in quello a sinistra.

Con W sposti in alto il carroarmato
con A a sinistra
con D a destra
con X in basso
con S fai sparare il tuo cannone.

Vince chi per primo arriva a 150 punti.

```
5 POKE650,255
10 POKE36879,248:PRINT"■":CO=30720:SC=
0:CC=0
```

```
 15 FORI=1TO15:M=7680+INT(RND(1)*506):P
OKEM+CO,2:POKEM,42:NEXT
 20 FORI=1TO10:M=7682+RND(1)*5+((RND(1)
*5+1)*22)
 25 POKEM+CO,5:POKEM,160
 30 NEXT
 35 FORI=1TO10:M=8185-RND(1)*5-((RND(1)
*5+1)*22)
 40 POKEM+CO,6:POKEM,160
 45 NEXT
 50 FORI=7684TO7728STEP22:POKEI+CO,2:PO
KEI+CO+1,2:POKEI+2+CO,2
 55 POKEI,81:POKEI+1,81:POKEI+1,81:NEXT
 60 FORI=8135TO8181STEP22:POKEI+CO,3:PO
KEI+CO+1,3:POKEI+2+CO,3
 65 POKEI,81:POKEI+1,81:POKEI+1,81:NEXT
 70 POKE38400,5:POKE38905,6:POKE7680,11
4:POKE8185,113
 75 C=7680:P=8185:DC=22:DP=-22:EP=0:EC=
0
 80 DIMD%(3):D%(0)=1:D%(1)=22:D%(2)=-1:
D%(3)=-22
 100 GETA$:IFA$=""ORA$="S"THEN150
 105 EP=(A$="A")-(A$="D")+((A$="W")-(A$
="X"))*22
 110 IFEP=0THEN150
 111 POKE36878,5:POKE36877,230
 115 DP=EP:POKEP,32:P=P+DP
 117 IFP<7680ORP>8185THENP=P-DP
 120 IFPEEK(P)=42THENPOKEP+CO,4:POKE368
77,140:FORI=1TO200:NEXT:CC=CC+20
 125 IFPEEK(P)<>32THENP=P-DP
 130 POKEP+CO,6:CH=107:IFDP=22THENCH=11
4
 135 IFDP=-1THENCH=115
 140 IFDP=-22THENCH=113
 145 POKEP,CH
 150 POKE36877,0:POKE36876,0
 151 EC=DC
 152 IFPEEK(C+EC)=32ANDRND(1)>.9THEN175
 155 I=0
 160 IFC+EC<7680THEN175
 165 IFC+EC>8185THEN175
```

```
 170 IFPEEK(C+EC)=32THEN200
 175 I=I+1
 180 IFI>8THEN195
 181 IFRND(1)<.9THEN193
 185 IFC<PTHENEC=D%(INT(RND(1)*2)):GOTO
160
 190 EC=D%(INT(RND(1)*2+2)):GOTO160
 193 EC=D%(INT(RND(1)*4))
 194 GOTO160
 195 EC=0:GOTO205
 200 DC=EC:IFPEEK(C+DC*22)=46THENDC=-DC
:GOTO150
 205 POKEC,32:C=C+EC:POKEC+CO,5:CH=107:
IFDC=22THENCH=114
 210 IFDC=-1THENCH=115
 215 IFDC=-22THENCH=113
 220 POKEC,CH
 225 IFS=0ANDA$="S"THENS=P+DP:DS=DP:POK
E36876,245:POKE36877,150
 230 IFS=0THEN300
 231 J=1
 235 POKES,32:S=S+DS:IFPEEK(S)=32THEN26
0
 236 POKE36877,130
 240 IFPEEK(S)<>81ORS>7910THEN255
 250 FORI=1TO200:NEXT:POKES,32:SC=SC+10
 255 IFS=CTHENSC=SC+20:POKEC+CO,4:POKEC
,42:POKE36876,130
 256 S=0:GOTO300
 260 S=S-7680:Y=INT(S/22):X=S-Y*22:S=S+
7680
 265 IFX=0ORX=21ORY=0ORY=22THENS=0:GOTO
300
 270 POKES+CO,6:POKES,46
 275 J=J+1:IFJ<3THEN235
 300 IFRND(1)>.9ANDS1=0THENS1=C+DC:CS=D
C:POKE36877,140:POKE36876,245
 305 IFS1=0THEN400
 306 J=1
 310 POKES1,32:S1=S1+CS:IFPEEK(S1)=32TH
EN335
 311 POKE36877,130
 315 IFPEEK(S1)<>81ORS1<7910THEN330
```

```
 320 POKES1+CO,4:POKES1,42
 325 FORI=1TO200:NEXT:POKES1,32:CC=CC+1
0
 330 IFS1=PTHENCC=CC+20:POKEP+CO,4:POKE
P,42:POKE36876,130
 331 S1=0:GOTO400
 335 S1=S1-7680:Y=INT(S1/22):X=S1-Y*22:
S1=S1+7680
 340 IFX=0ORX=21ORY=0ORY=22THENS1=0:GOT
O400
 345 POKES,32:S=S-7680:Y=INT(S/22):X=S-
Y*22
 350 S=S+7680:IFX=0ORX=21ORY=0ORY=22THE
NS=0:GOTO400
 355 POKES1+CO,5:POKES1,46
 360 J=J+1:IFJ<3THEN310
 400 IFSC<150ANDCC<150THEN100
 1000 POKE650,0:FORI=1TO2000:NEXT
 1005 PRINT"[illegible]PUNTI:":PRINT"[illegible]TU"SC:
PRINT"[illegible]COMPUTER"CC
 1010 POKE36876,0:POKE36877,0:POKE36878
,0:POKE198,0
```

STELLA MORTALE

Porta il tuo caccia fin sopra il fosso della Stella Mortale, evitando i colpi laser nemici. Poi quando il bersaglio sarà visibile, lancia il tuo siluro e spera in un centro perfetto.

Con Z sposti il tuo caccia a sinistra
con C a destra
con M lanci il siluro.

Un qualsiasi tasto numerico ti permetterà di modificare la velocità di avvicinamento al confine.

Ricordati, non sparare troppo presto.

```
 1 POKE36879,24:POKE650,129:SC=4+INT(RN
D(1)*11):SP=1:DI=0:TP=0:TL=5:CO=30720
 2 PRINT"[illegible]":PRINTTA
B(SC)"[illegible]"
 3 PRINTCHR$(28)"[illegible]
 "
 4 PRINT"[illegible]DIST.COPERTA :"
 5 PRINT"[illegible]                    "
```

```
 6 PRINT"▯▯▯NUMERO SILURI:"
 10 PRINT"▯▯▯▯   .      .          ▬ ▯
     .     .      .▬   ▯       .
  ▬"
 15 PRINT"   ▯  . .          ▬        ▯
▮           . ▬"
 20 PRINT"     ▯  .      . ▬
 ▯  .      ▬"
 25 PRINT"        ▯       ▬
   ▯    ▬"
 30 PRINT"          ▯  ▬
     ▼"
 35 PRINT"           /\
  /  \"
 40 PRINT"         /    \
/      \"
 45 PRINT"       /        \           /
         \"
 50 PRINT"     /            \       /
           \"
 60 FORI=7680TO8164STEP22:POKEI+CO,2:PO
KEI,160:NEXT:FORI=7701TO8185STEP22:POKE
I+CO,2
 70 POKEI,160:NEXT
 80 FORI=8165TO8184:POKEI+CO,2:POKEI,16
0:NEXT
 100 GETA$:IFA$=""THEN120
 110 IFA$="Z"ORA$="C"THEN500
 115 IFA$="M"ANDTP=0ANDTL<>0THENTP=8098
+SC:TL=TL-1:T(1)=32:T(2)=32:T(3)=32:GOT
O120
 118 SP=VAL(A$)
 120 DI=DI+1
 130 IFRND(1)<.114ANDDI<460THENGOSUB100
0
 135 IFRND(1)<.11THENGOSUB2500
 140 IFDI=460THENGOSUB1500
 150 IFDI=560THEN2000
 160 PRINTCHR$(28)"▯▯▯▯▯▯▯▯▯▯▯▯▯▯▯▯▯";D
I
 161 PRINT"▯▯▯▯▯▯▯▯▯▯▯▯▯▯▯▯▯▯▯▯";TL
 162 IFTP<>0THENGOSUB3000
 165 IFSP>7THEN180
 170 FORI=1TO1400-SP*200:NEXT
```

```
 180 GOTO100
 500 PRINT"[illegible]":PRINT
TAB(SC)"  "
 505 SC=SC+(A$="Z")-(A$="C")
 510 IFSC>16THENSC=16
 520 IFSC<4THENSC=4
 525 PRINT"[illegible]":PRINT
TAB(SC)"[illegible]"
 530 GOTO120
 1000 POKE36879,120:Y=INT(RND(1)*6):X=2
+INT(RND(1)*16):FL=7988+(Y*22+X)
 1010 F(1)=PEEK(FL-23)
 1020 F(2)=PEEK(FL-21)
 1030 F(3)=PEEK(FL)
 1040 F(4)=PEEK(FL+21)
 1050 F(5)=PEEK(FL+23)
 1060 POKEFL-23+CO,2:POKEFL-23,127:POKE
FL-21+CO,2:POKEFL-21,255:POKEFL+CO,4:PO
KEFL,81
 1070 POKEFL+21+CO,2:POKEFL+21,255:POKE
FL+23+CO,2:POKEFL+23,127
 1075 FORI=1TO111:NEXT
 1080 POKEFL-23+CO,0:POKEFL-23,F(1):POK
EFL-21+CO,0:POKEFL-21,F(2):POKEFL+CO,0:
POKEFL,F(3)
 1090 POKEFL+21+CO,0:POKEFL+21,F(4):POK
EFL+23+CO,0:POKEFL+23,F(5)
 1091 IFF(3)=TPORF(3)=TP+22ORF(3)=TP+23
THEN1200
 1100 POKE36879,24
 1110 RETURN
 1200 POKETP,T(1):POKETP+22,T(2):POKETP
+23,T(3):GOTO3200
 1500 POKE7954+CO,2:POKE7954,213:POKE79
55+CO,2:POKE7955,201
 1510 POKE7976+CO,2:POKE7976,202:POKE79
77+CO,2:POKE7977,203
 1520 RETURN
 2000 POKE36879,120:FORI=1TO250:NEXT:PO
KE36879,40
 2005 FORI=1TO250:NEXT
 2010 POKE36879,120:FORI=1TO250:NEXT:PO
KE36879,40
```

```
 2015 FORI=1TO250:NEXT
 2020 POKE36879,120:FORI=1TO250:NEXT:PO
KE36879,40
 2025 FORI=1TO250:NEXT
 2030 POKE36879,8:PRINT"■■SEI MORTO !!!
!!!!        ___________"
 2050 REM ***KABOOM***
 2100 END
 2500 FORI=7998TO8152STEP22
 2501 IFI=TPORI=TP+23THENH=1
 2510 POKEI+CO,2:POKEI,103:NEXT
 2515 FORI=1TO100:NEXT
 2520 FORI=7998TO8152STEP22
 2530 POKEI,32:NEXT
 2535 IFH=1THEN1200
 2540 IFSC=9ORSC=10THEN2000
 2550 RETURN
 3000 POKETP,T(1):POKETP+22,T(2)
 3001 POKETP+23,T(3)
 3010 TP=TP-22
 3020 IFTP<7724THEN3200
 3030 IF(TP=7998ORTP=7999)ANDSP>5ANDDI>
525THEN4000
 3031 IFPEEK(TP)=160ORPEEK(TP)=46THENZ(
1)=128
 3032 IFPEEK(TP+22)=160ORPEEK(TP+22)=46
THENZ(2)=128
 3034 IFPEEK(TP+23)=160ORPEEK(TP+23)=46
THENZ(3)=128
 3035 T(1)=PEEK(TP)
 3036 T(2)=PEEK(TP+22)
 3038 T(3)=PEEK(TP+23)
 3040 POKETP+CO,0:POKETP,103+Z(1):POKET
P+22+CO,0:POKETP+22,106+Z(2):POKETP+23+
CO,0
 3045 POKETP+23,101+Z(3)
 3050 RETURN
 3200 TP=0:FORI=1TO3:Z(I)=0:NEXT:H=0
 3201 RETURN
 4000 FORI=1TO5
 4005 POKE7954+CO,7:POKE7954,213:POKE79
55+CO,2:POKE7955,201
 4010 POKE7976+CO,7:POKE7976,202:POKE79
77+CO,7:POKE7977,203
```

```
 4020 FORJ=1TO250:NEXTJ
 4030 POKE7954+CO,2:POKE7954,213:POKE79
55+CO,2:POKE7955,201
 4040 POKE7976+CO,2:POKE7976,202:POKE79
77+CO,2:POKE7977,203
 4050 NEXT
 4060 FORI=1TO10
 4100 POKE36879,120:FORJ=1TO250:NEXT:PO
KE36879,40
 4110 FORI1=1TO180:NEXT
 4120 NEXT
 4200 POKE36879,8:PRINT"▒▒BRAVO! CE L'H
AI FATTA"
 4210 PRINT"▒ HAI DISTRUTTO LA ▒STELLA
MORTALE!"
 4220 PRINT"E HAI SALVATO LA TERRA"
 4300 REM **END**
 4310 END
```

[illegible]

SIMBOLO	TASTO CORRISPONDENTE
[illegible]	CTRL+1
[illegible]	CTRL+2
[illegible]	CTRL+4
[illegible]	CTRL+5
[illegible]	CTRL+6
[illegible]	CTRL+7
[illegible]	CTRL+8
[illegible]	CRSR DOWN
[illegible]	CRSR UP
[illegible]	CRSR RIGHT
[illegible]	CRSR LEFT
[illegible]	CTRL+RVS ON
[illegible]	CTRL+RVS OFF
[illegible]	HOME
[illegible]	SHIFT+CLR

I giochi: quanti hanno cominciato proprio da qui a interessarsi di Personal Computer?
È il modo più divertente e, apparentemente, meno "produttivo" di avvicinarsi ad un calcolatore, ma nascondono programmi raffinati e complessi che presuppongono una precisa conoscenza della macchina e delle tecniche di programmazione.
Questo libro ne presenta diversi di diversa difficoltà: due parole su come si gioca e poi il listato del programma.
Giocare è facile, meno facile capire che cosa fa il programma; ma per qualcuno, più probabilmente per i giovanissimi, la curiosità di spiegarsi come fa un razzo a muoversi sul video e un missile a colpirlo inesorabilmente, può diventare uno stimolo non trascurabile ad affrontare un manuale di BASIC e poi a scoprire i segreti di questi programmi.
Buon divertimento!

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